THE WORLD'S **ONLY** MAGAZINE FOR HAND-HELDS!

ISSUE 19 MAY 1993

HAND-HELD

GO!

VI

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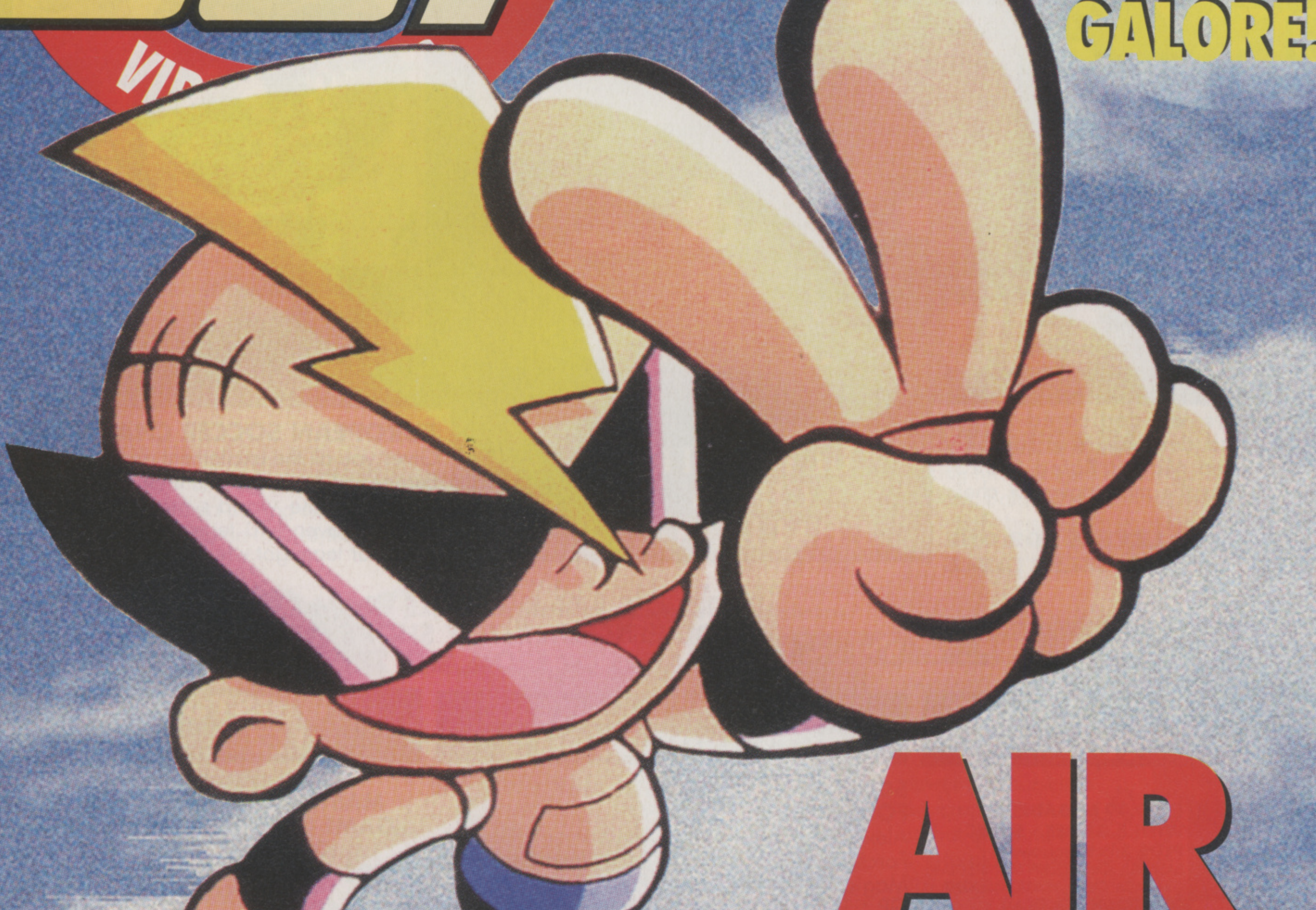

AIR ZONK

JETS IN ON GT!

INSIDE

● DROPZONE ● TALE SPIN ● SUPER SMASH TV ● RAMPART ●
● THE FLINTSTONES ● EUROPEAN CLUB FOOTBALL ● AND MORE! ●

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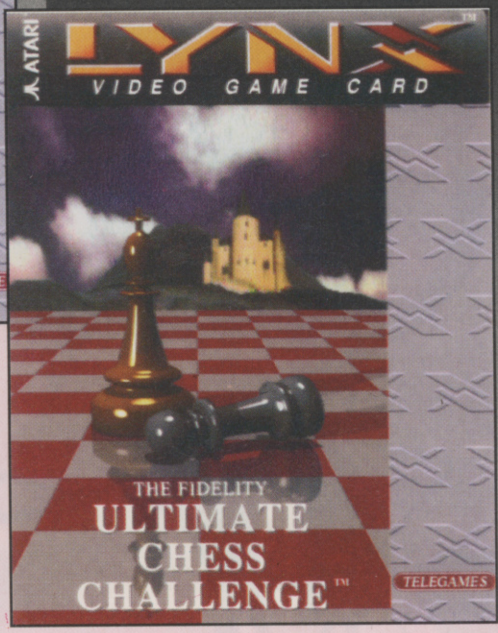

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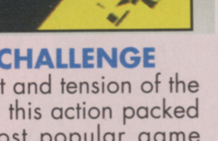

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HAND-HELD GO! VIDEO GAMES

BLIMEY OH RILEY, MISSUS! It's all happening this month, isn't it? Your new-look CVG is bigger and better than ever before, and the world's best mag for hand-helds just keeps on doing what it's always done – bringing you the biggest, most informative reviews of all the hottest hand-held titles! We've got a cracking collection of great games this time around, not least the Game Boy version of the veteran Defender clone Dropzone, Acclaim's interpretation of the arcade hit Smash TV and, for all those PC Engine GT fans out there, the EXCLUSIVE review of the unofficial follow-up to the PC Kid series, Air Zonk!

As you can see, the portable world is looking better than ever and, with new machines cropping up here, there and everywhere, it's going to be difficult to keep up with the pace! But keep up we will – 'cos we're the best! And, best of all, GO! still costs you not one brass farthing!!

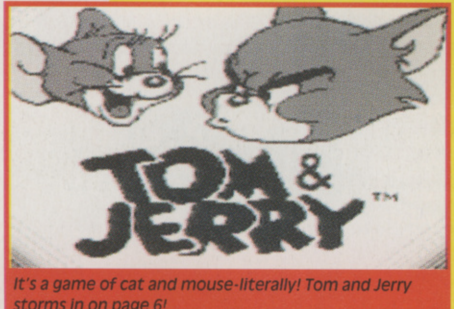
PAUL RAND

GAMES IN THIS ISSUE!

ISSUE 19 MAY

6 TOM AND JERRY

Get ready for a spot of crazy cat 'n mouse antics with the purr-fect pairing of Tom the cat and Jerry the mouse in this frantic Game Boy chase!



It's a game of cat and mouse-literally! Tom and Jerry storms in on page 6!

8 EUROPEAN CLUB FOOTBALL

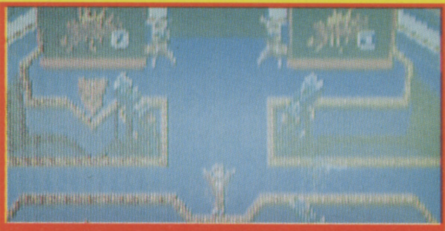
Re-play the finest matches in Telegames' Lynx adaptation of the classic Amiga soccer sim, Manchester United Europe!

13 THE FLINTSTONES – KING ROCK TREASURE ISLAND

Join Fred Flintstone as he battles through level after level of Game Boy treasure-hunting – is the game Yabba Dabba Doo? Or a pile of old poo?

14 SUPER SMASH TV

Big money! Big prizes! But will you get big fun out of Acclaim's Game Gear conversion of one of the top coin-op blasts of all time? Find out in the definitive GO! Review!



It's super! It's a smash! It's on TV! Well, on your Game Gear, at least – Super Smash TV's on page 14!

18 DROPZONE

Now we are talking classic! Eons after Archer McLean's stunning Defender clone stormed the Atari 800 and C64, Game Boy fans now get the chance to blast hell out of aliens in one of the best shooters ever!

20 AIR ZONK

We've had two lots of PC Kid hilarity – now get ready to meet his descendant, Zonk! He's a futuristic fly-boy who packs a mean punch in this top GT shoot 'em up!

22 TALESPIN

Taking time off from his Jungle Book exploits, Baloo The Bear has moved into the freight business to earn big bucks and beat the baddies in a brand-new Game Boy adventure!

24 RAMPART

Your'e under threat of invasion from enemies over the water! Blast them back whence they came and grab extra power for yourself in this crap-to-look-at, but absolutely ace-to-play Game Boy great!

Not Bonk – Zonk! PC Kid goes back to the future in an ace shoot 'em up – see it on page 20!

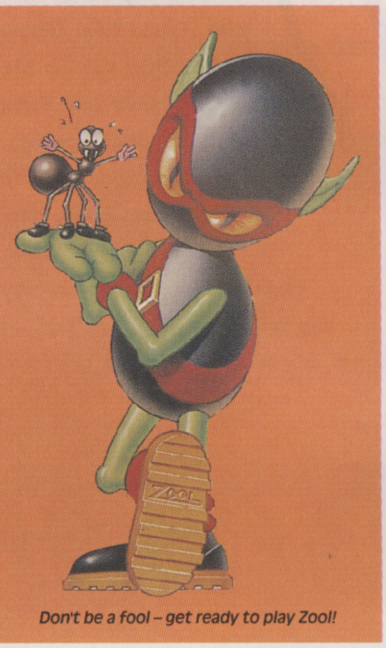
★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★

EDITOR: Paul Rand ART EDITOR: Jenny Abrook FANTASTIC FOUR: Paul Anglin Steve Keen Gary Whitta Garth Sumpter AD MANAGER: Jim Owens AD EXEC: Sarah Connell PRODUCTION ASSISTANT: David Nye MANAGING EDITOR: Steve James BIG BOSS MAN: Garry Williams MANAGING DIRECTOR: Terry Pratt PRINTED IN THE UK BY: Kingfisher Web COLOUR BY: PrePress GO! EDITORIAL AND ADVERTISING PALACE OF RIGHTEOUS INJUSTICE: GO! Towers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 972 6700 FAX: 071 972 6701 HANDY TIP: Don't blame it on the bad chinese COPYRIGHT WARNING: Nick our stuff and we'll huff and puff. And then beat you up 'cos we're rather tough.

NEWS

ANT INVASION

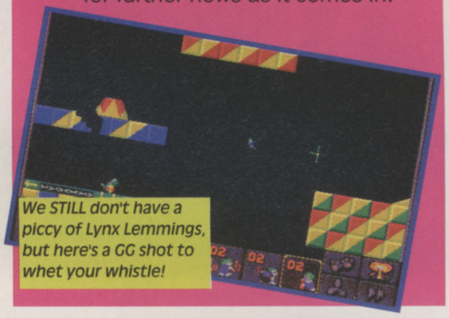
After amazing success on the 16-bit machines, the alien super-being from the Nth dimension, Zool, is about to explode onto the Game Boy! Gremlin are still working on the Nintendo hand-held version, but it should be ready for release in May. Zool is a super-fast platform extravaganza packed with bonus rounds, secret levels and Licorice Allsort-like backgrounds, and was a top treat on the Amiga. Whether or not the Boy can match the original's speed without blurring will remain to be seen, but see we will do in a future issue – keep those eyes on GO!



Don't be a fool – get ready to play Zool!

LYNX LEMMINGS AT LAST

Ever-dawdling Atari is feverishly working on its own version of Psygnosis' giant puzzler, Lemmings, on Lynx. The game's appeared on just about every format known to man, including Macintosh and even Spectrum, but trust the Slough-based company to be bringing up the rear! There's no reason why the Lynx version should be any different to the incredible Game Gear version (shown here) – in fact, the man Rand saw a pre-production version months ago – so Atari should be able to get in on the perfect puzzling act! Watch this space for further news as it comes in.



We STILL don't have a piccy of Lynx Lemmings, but here's a GG shot to whet your whistle!

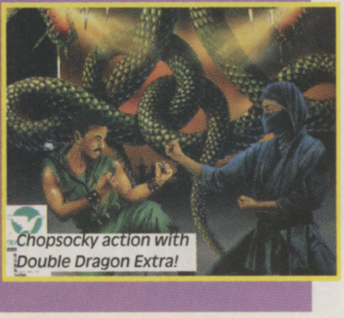
CATHY AND LEE GO MAD WITH GG!

Sega is never short of a few pennies when it comes to splashing out on personalities and promotions. Following hard on the heels of last month's CVG report concerning the company's sponsorship of the FA Cup, the console giant has two more recruits! Arsenal and England defender Lee Dixon has always been rumoured to enjoy a good fiddle when he's off the ball, and here's photographic evidence! Lovely sexy Cathy Dennis, on the other hand, has just been flown over to Florida to talk to dolphins at Sega's expense! She's now a confirmed Game Gear junkie; said the chart temptress, 'It was wonderful. To see them swimming, diving and playing was fantastic.' Since when have Game Gears been able to swim? Oh, she means the fish! Doh.

Cathy's the non-ugly one with the fish!

FIGHTING FIT

Jimmy and Billy Lee are smashing back into the Sega forum with another knuckle-busting adventure on the Game Gear! Double Dragon Extra promises even more martial arts action than ever before – the game features six of the toughest levels you'll ever have to battle through, with over 21 stages of eye-poking, elbow-jabbing and fist-flying action to be had. Double Dragon Extra is scheduled for a July release, so keep 'em peeled!

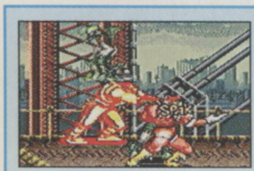


Chopsocky action with Double Dragon Extra!

GET WEBBED UP!

Game Gear fans will be delighted to hear that the webbed wonder is about to make a comeback on their machine! Doctor Octopus is up to his old tricks, launching yet another bid to rule the world! His new plan involves reuniting the Sinister Six – and with their help he'll destroy the planet, unless Spidey steps in! The Gear version of Spider-Man And The Return Of The Sinister Six promises to be exactly the same as the NES cart, with Spidey performing all his usual acrobatics and web-slinging. However, the insect-like one must keep topping up on web fluid if he wants to remain the best swinger in town! Spider-Man And The Return Of The Sinister Six will be with us soon – read all about it in a forthcoming GO!

★ KRAZY KONSOLES ★ YOU'D BE KRAZY NOT TO CALL!! ★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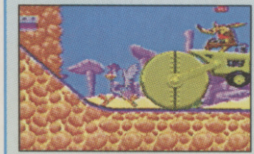
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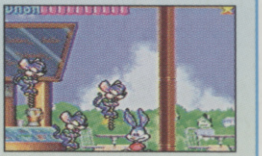
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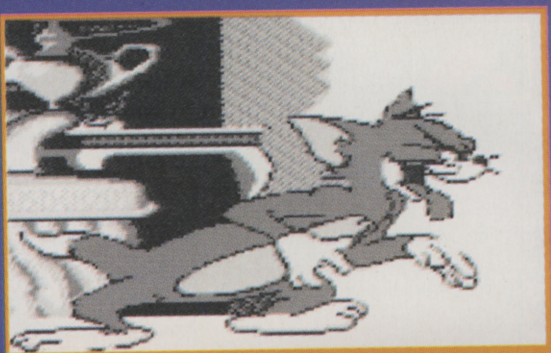
SMASH! BLAT! SSHWING! CRASH! Those ape adversaries, Tom and Jerry, are at it tooth and claw, knocking seven bells out of each other in another hair-brained scrap 'n blat platformer. Jerry's tiny cousin Tuffy is coming to town, but the young tot's extremely late and should have arrived at his uncle's hole hours ago. Fearing the worst, Jerry scoots out of the door and into dangerous territory, through the house, in search of his relative. Can you guide ol' big ears through ten levels of high-jinks and keep him out of the way of Tom?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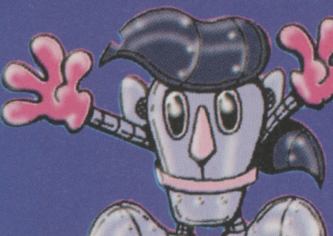
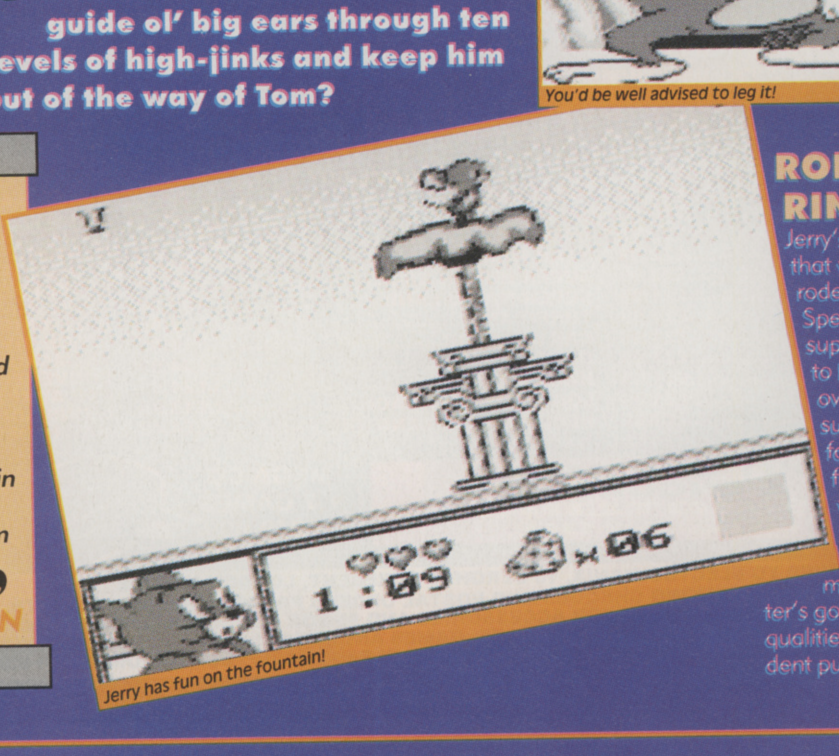


> *What could be more suitable for the Boy than a Tom and Jerry platform game? A good Tom and Jerry platform game, that's what! There's good animation, there's good sound, there are even some smart effects, but it's all been seen before in a thousand platform adventures. Overall, Tom and Jerry is tiring and very hackneyed.*
>
> **STEVE KEEN**



Jerry has fun on the fountain!

RODENT RINGER

Jerry's got loads of abilities that will turn him into a rodent dynamo to rival Speedy Gonzales! The super-mouse can jump up to huge heights to reach overhead platforms, run at super speeds to avoid falling objects and jump further than Carl Lewis with a jet-pack strapped to his back with a combination of the two moves! And the little critter's going to need all these qualities to keep out of the resident pussy's clutches!

PUSSY OR WHAT?

As everyone should know by now, Tom's a ruthless old puss and nothing's too low for him when he's trying to capture our cheese-guzzling friends. Frequently, Tom will be hiding behind objects like chairs and couches, or in trash cans or boxes to leap out on our chum. The only thing that'll give him away is the occasional glimpse of an ear poking out from behind the objects – stay alert or the cat'll nab you! You can, however, fight back with marbles – a couple bounced Tom's nose is enough to send him packing!

Help! I'm lost!

Aaww, poor little soul.

HEAVEN SENT

On his travels Jerry can fill his pockets with all kinds of leftovers. Some just add points, others are far more useful – check out the entire list!

CHEESE: These are worth points, so grab 'em all!

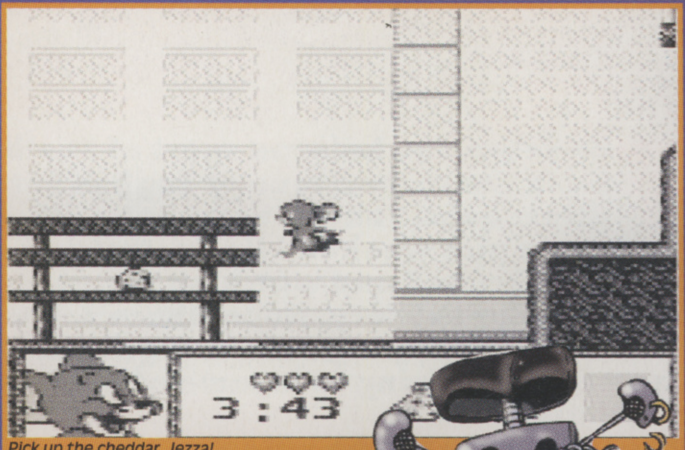
CLOCKS: Each one adds 30 seconds to the timer.

MARBLES: Pick up the big ball and get six marbles to hurl at will.

HEARTS: One heart gives you an extra life.

STARS: If you get hit, the stars will bring back your smile.

SODAS: There are four cream sodas hidden in every level. Get them all and receive an extra life.

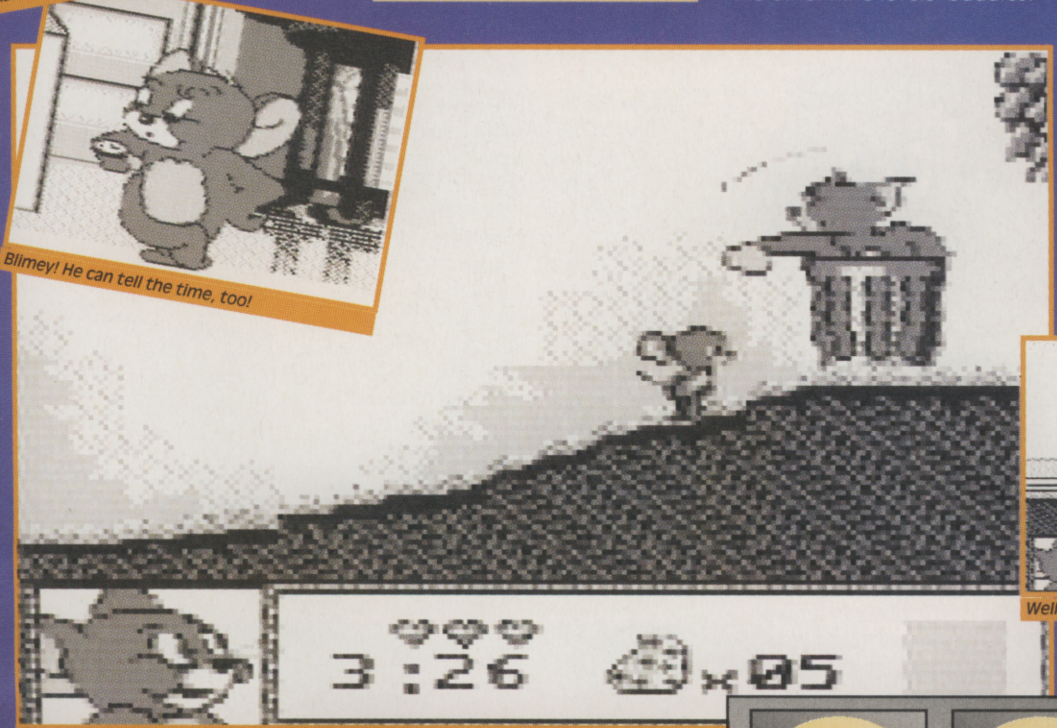


Pick up the cheddar, Jezza!

SPECIAL CIRCUMSTANCES

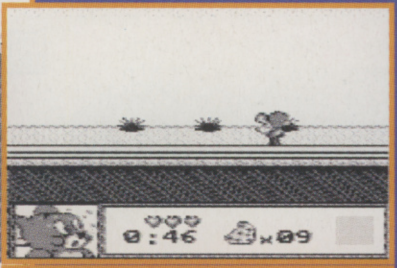
There are some neat touches around the four worlds. Jerry can scamper up building faces inside drainpipes, jump into toy cars to ride over drawing pins on the floor, clamber up water spurts for a lift, bounce off chairs and settees for extra height and loads more! All of these he'll have to use to avoid poisonous fish, mouse-eating plants, clockwork soldiers – and the other nine levels' baddies!

> *I never knew Jerry could shift so fast – he must be related to Speedy Gonzales! Either that or he just wants to get out of this game as quickly as possible! Graphics aren't desperately hot and gameplay is the same, dreary old platform stuff. Pass this up for something with class – this is pure regurgitated gaming!*
>
> **PAUL ANGLIN**



Blimey! He can tell the time, too!

Oi, you! Watch who you're bloody well punching at!



Well this isn't very exciting!

SECRET MOMENTS

There are ten levels to Tom and Jerry, divided into four worlds, an your aim is to make it to the exit on each. Every level conceals bonus sections, so keep an eye out for extra goodies and pick-ups hanging just out of reach. Some are simply hidden platforms, while others are complete secret rooms. The game operates a secret password system, but you'll only get access every now and again, for instance, when you've completed a certain amount of the game.

THANKS...to Console Plus (Tel: 0532 500445) for the loan of the cartridge

7 LOOK	7 SOUND
5 FEEL	5 VALUE

62 OVERALL

EURO cl FOOT

For years, the beloved sport of Football has been the cornerstone of English Saturday afternoons. There's nowt better than waking up from a nice weekend lie-in, trotting down to the local ground and watching your team romp to a three-nil victory. Nope, there's nowt better – other than jumping onto a huge sofa with your Lynx and indulging in a game of European Club Football!

The Lynx must be the only machine in the world that doesn't have a horde of football games at its disposal. In fact, until now there's only been one, World Class Soccer, and that wasn't much 'Kop'. Does Telegames' latest on Lynx storm up the table, or is it destined to kick lumps out of everyone before sinking into the lower divisions?

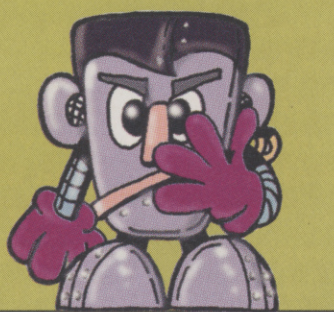
LYNX
BY TELEGAMES
£29.99

GOONERS! GOONERS!

Any Amiga-owning soccer fans may well recognise European Club Football as a conversion of Manchester Utd, which sold bucketloads and became one of the greatest footy games on the Amiga (even if the team can't win the league - ever). The only real changes are cosmetic; gameplay has remained more or less the same, which is no bad thing at all, considering the original received a hearty 95% in CVG!

YOU ONLY SING WHEN YOU'RE WINNING!

One attractive feature of European Club Football is the ability to choose your favourite teams from countries all over the world. The list ranges from Italian, to French, to good old English teams. There's a selection of sides from each country, ranging from sad, all the way up to footballing perfection. The English clubs, for example, include such greats as Liverpool (hurrah!), Arsenal (boo!), Leeds, Norwich, Manchester Utd and ...Rotherham?



> *‘European Club Football is another so-so soccer effort. The graphics and sound are okay but there's no depth of gameplay. Two kicks and two different strengths for each just don't add up to a good football game in my book. And what's worse is that Euro Club is one of those games where there seems to be a large lump of glue keeping the ball permanently stuck to your foot! Oh well, looks like we're still waiting for a decent footy game on the Lynx.’*
>
> ***PAUL ANGLIN***

WHO'S THE BAR STEWARD IN THE BLACK?

Few football games have bothered to include the offside rule 'cos it's such a pain in the neck to get right, and Euro Club is no exception. But something that is cropping up more and more is the free kick! You're awarded one when you're hacked down by an opponent, and there's a really easy way to cheat – just run around on the edge of the box for a bit and, after a couple of seconds, a defender will run out. Run away from the goal and he will bring you down, leaving you with a perfectly-placed spot kick!

The ref blows for half-time. – time for bits of ora

GAME PAUSED.
FREE KICK
21:48

It's a free-kick, but it's a long way from the goal.

PEAN ub BALL

s of orange and cups of tea hurled at you by the manager!

YOU'RE NOT SINGING, YOU'RE NOT SINGING ANYMORE!

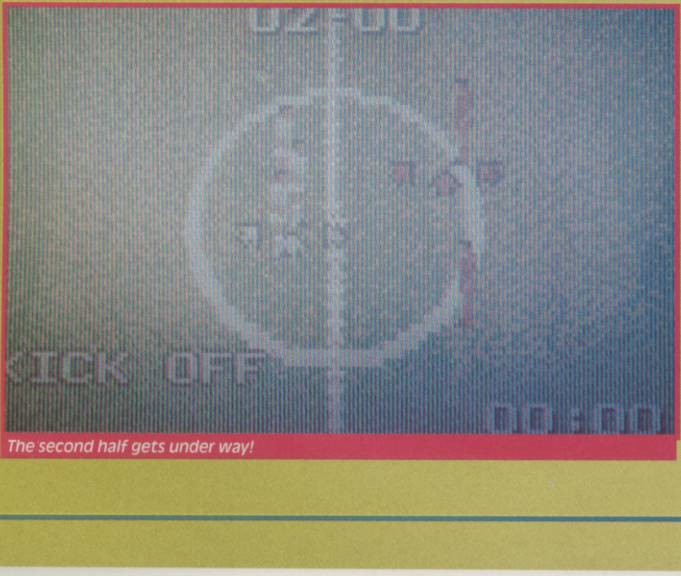
With all the different teams you can choose from in European Club Football, it's fitting that there's also a stack of different options you can twiddle with to bring your team up to scratch. Firstly, you can choose from either an exhibition game or a full tournament. Tournament games are made up of two legs so that, even if you get stuffed in the first game, you can always make a comeback in the second. Exhibition games are simply one-off matches to practice your skills in. You are also given the choice of which formation you play your team in, and the good thing is that you get to see the other team's formation before you select yours!

PLAYER
1
ENGLAND
LIVERPOOL

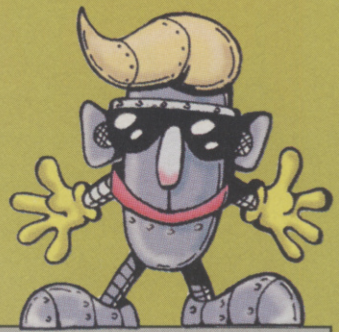
'Cos we are the greatest football team!

TELL US, TELL US WHAT'S THE SCORE?

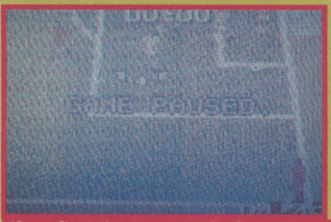
When it comes to ball control, you can't go wrong with European Club Football and its choice of either low or high kick. Low kicks are much better for passing, but don't do you any favours when you're trying to shoot. If you use a low kick when the ball is in the air, your player will perform a header, which is perfect for nodding the ball beyond the defence. High kick is the one to use if you want to score goals. Once you've learned how to perform the function properly, you'll be able to chip the ball over the goalkeeper from the edge of the box every time. The added advantage is that, the longer you hold down the fire button, the harder the player will kick the ball. If you hold down long enough you can actually float the ball into the opposition's area from beyond the halfway line!



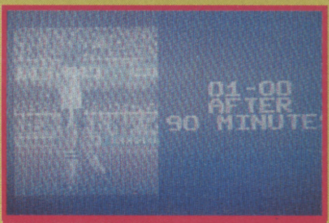
The second half gets under way!



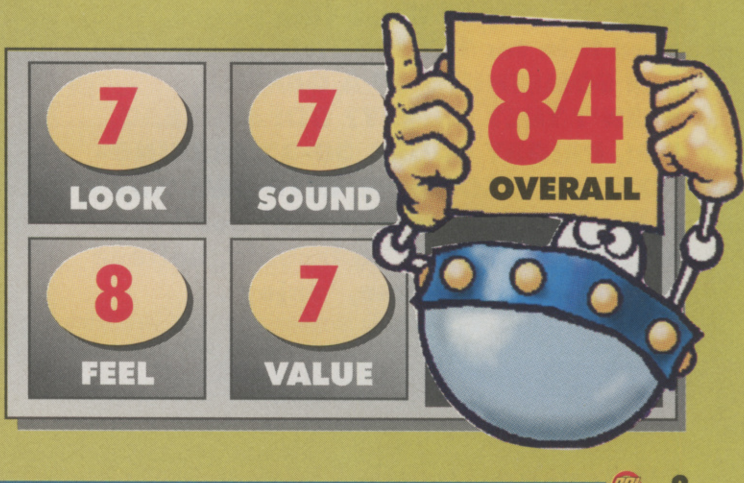
> *"Come on Paul, it's not as bad as that! European Club Football is a strong footy game in my opinion, with lots of different options to make play as easy or hard as you wish. And although there's not a vast array of different moves, the kicks which are there are perfectly adequate. It's a good looker, too. I'd give European Club Football a serious look!"*
>
> **PAUL RAND**



If you float the corner to the far post, you should be able to get a little nod-in.



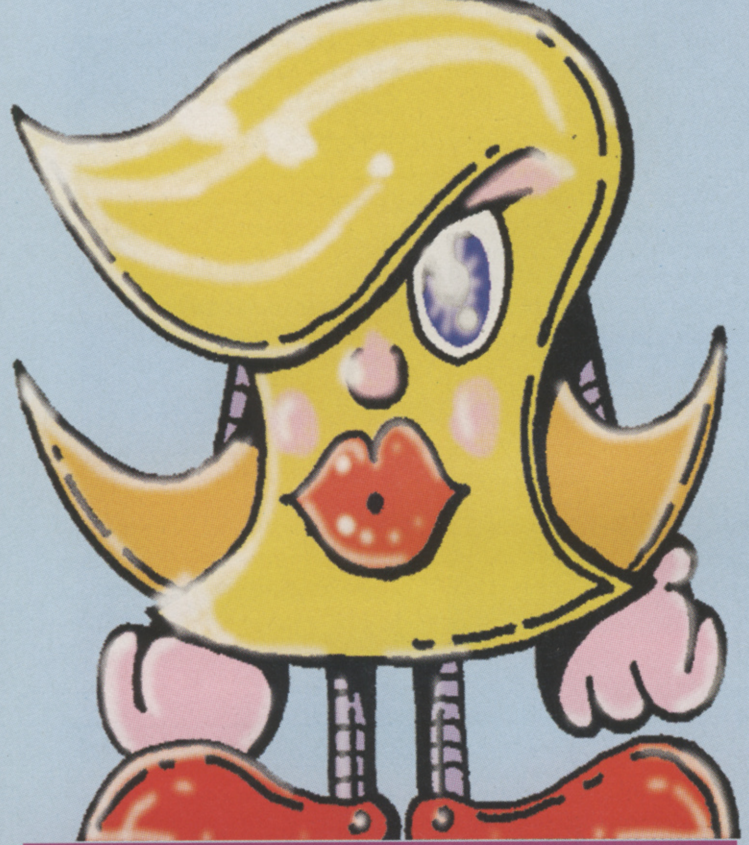
It's celebration time!



7 LOOK	7 SOUND
8 FEEL	7 VALUE

84 OVERALL

MAILBAG



Yawn! Oh it's you, is it? Sorry about that, I was just awaking from the deep slumber induced by this month's brain-numbing, abysmally poor collection of letters that you lot have cobbled together. And where are those piccies I demanded? There I was, accusing the postie of nicking 'em! When you finally work out how to write something worthy of these fine pages, send it in to: 18TH BIRTHDAY PARTIES ARE SOMETHING OF A GAMBLE, AREN'T THEY CHIRPY? GO! MAILBAG, GO!, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON. EC1R 3AU. And if the letters (and pictures) don't pick up soon there will be trouble, believe me! In the meantime, "enjoy".

OUR SON PAT

Dear **GO!,**

I have got a few questions for you:
1) If I got a PC Engine GT in America for around $180, would I have to pay any tax or anything to bring it into England?
2) Can you play Japanese Engine games on an American PC Engine GT, or do you need a convertor?
3) Can you use an English mains adaptor on a GT?
4) Does anyone on CVG or GO! own a GT? What are their favourite games?
5) Lastly, have you got any cheats for Another World on SNES?
Thanks a lot.

Simon, Hertfordshire

1) The price should include tax, but check to make sure.
2) No, you'll need a converter. Try ACE Consoles; they're on 071 439 1185.
3) No, because it runs on a different voltage. You need a specially regulated one.
4) Yeah, Anglin's got one – the spawny little get. He says his fave games are the PC Kid series, the Gunhed trilogy and Soldier Blade.
5) Try writing to Cheat Mode and I'm sure Anglin can help you out.

IS A BIT NIFTY WITH A BAT

Dear **GO!,**

I'm new to hand-held video gaming, having bought a Quickshot Supervision just before Christmas. GO! seemed the best mag to get – even better because it came with CVG for my PC games. I'd like to ask you if you will cover the Supervision. My local games store says it's selling faster than the Game Boy and the games are selling just as fast. The Supervision is cheap, as are the games but it has a jumbo screen, excellent sound, fast graphics (even if some games do blur a little) and in future even more games, a two-player link and a TV tuner for special colour games. Don't write it off just because it's cheap!
Try Jaguar Bomber, Block Buster (2-in-1), Eagle Plan (2-in-1), Hero Kid, Tasac 2010 and Challenger Tank, for instance. My friends with Game Boys, even with Lynxes, think some of the games are good. I'll write you reviews myself if you want. I'm sure people will want to buy a mag which covers the Supervision and there'll be lots of us.

R J Turner, Shildon, Co Durham.

We've had a few letters about the Supervision and it seems as though it's doing fairly well at the moment. We intend to keep an eye on it, and if it starts selling bucketloads then we'll cover it. As for your offer, we've already got one slave; we don't need another!

HE CAN RUN IN A CIRCLE

Dear **GO!,**

Here are some facts to shut up Game Gear owners. Lynx is the tops and this is why: Best for games - Lynx. Best for colours - Lynx. Best for sound - Lynx and Game Boy. Best for battery life - Game Boy. Best for arcade games - Lynx. Best for platform games - Game Boy. Best for sims - Lynx.
There is no sign of Game Gear in this list and, for all you sad people at home saying "he hasn't played on a Game Gear or a Game Boy", I have all three. Please could you answer these

questions.
1) Have Atari any plans for a platform mascot?
2) Please review Baseball Heroes on the Lynx.
3) In a past edition you reviewed Hockey. I missed it – what did it get?

Damian Smart, Bradford.

I'm sorry to have to say it, but people writing in and saying that they're getting fed up with people writing in and saying that their hand-held is best are really starting to wind me up. Why don't you both go home? Suppose I'd better answer your questions, though.

1) Not that I know of.
2) No, because it's not very good.
3) I don't think we did, matey!

AS FAST AS A CAT

Dear **GO!,**
I have a problem with my Lynx. I brought Dracula a week ago, and it's great. But ever since I brought the game my Lynx has been weird. Whenever I play a game on it, the hand-held takes over! For example, when an options screen comes up, the computer flicks through the options and you have to try and stop it on the one you want. It takes control of your game and it's hard to do what you want to do. Please can you help and tell me what to do about this?

David Cousins, Germany.

Ha! You've been caught by the killer Dracula bug that nestles inside every copy of "Dracula - The Undead". Soon you will find a vampire appearing in all your Lynx games - Dirty Dracula, California Dracula, European Club Dracula, the list goes on. Not really! To be honest, I haven't got a clue what's going on with your Lynx. It's unlikely that your Lynx would take control of your games. Perhaps the direction control is sticking - have it checked out.

WHEN HE FEELS A BIT PECKISH

Dear **GO!,**
I have just got hold of Dracula on the Lynx and, while it's an excellent game, I'll be blowed if I can finish it! At the moment I'm at the part where you have to fish for the rope at the bottom of the well. But I haven't got anything that can do it and I'm pretty sure I've got everything, having visited all the rooms up to here. So please could you give me some hints on just how to get the hell out?

Mark Deakin, Yardley, Birmingham.

What do you think this is, Question Corner? Write in to Anglin at Question Corner - the address is in CVG's Cheat Mode.

HE TAKES OFF HIS HAT

Dear **GO!,**
Will you please answer my question truthfully? The Game Gear is a billion times better than the Acorn Electron, isn't it? You see, I live near this kid called David Payne and he is just what his name suggests, which makes him very difficult to deal with. Anyway, he says the Acorn is better than the Game Gear because you can make games on it. Doh! The Game Gear wasn't built for making games so please get it straight to him – The Acorn Is Crap.

Andrew Morris, Godalming, Surrey.
PS GO! and CVG are excellent.

Listen up David, sad man - THE ACORN IS THE BIGGEST PILE OF CACK SINCE THE DRAGON! There you go. And where's my tenner?

WITH 93% PEANUTS

Dear **GO!,**
Please could you answer my questions on the PC Engine GT, as I'm thinking of buying one.
1) Is the GT worth the money?
2) Can you play Japanese games on the US machine and vice versa?
3) Which is the best machine to get – the US or Jap version?
4)) Can SG games be played on the GT?
5) Are British power supplies compatible with the GT?
Brilliant mag, keep up the good work.

Brett Brown, Denton, Manchester.

1) Hard to say really. It's a portable PC Engine but £200+ is a lot of money in anyone's language, although it's by far the greatest of the lot. Phone around to get the best price.
2) No, you'll need to get a convertor. Try the various mail-order boys.
3) The only difference is the text that the machine will display, so the American one is your best bet as you'll get English language as opposed to Japanese.
4) No; it's a different system altogether.
5) I've already answered that one earlier.

HE LIKES A BIT OF THIS

Dear **GO!,**
I just want to say what a donkey David Green, who wrote in to issue 17, is. Everything that the Terminator from LA said was true, and everything Divvy Green says is trash. To say Game Gears are crap is dumb. His eyesight must be as blurred as his Lynx screen. Anyway, here are some questions:
1) How much did you give Super Off Road on the Game Gear?
2) How much did you give Prince Of Persia?
3) Will Super Megaman be released on the SNES?
4) Which CVG lad do you think suits Jenny? I think Paul Anglin.
5) Are there any top releases coming up for the Game Gear?
6) Which is better – the Game Genie or the Action Replay?

Mr No Name (No Brain), Edgbaston, Birmingham.

David Green seems to be getting a bit of stick lately - what a laugh, eh?
1) 92%, I believe.
2) A fiver, if he promised to stop bullying my friend Vera.
3) We haven't heard anything yet but I'd surprised if it never appears. Anyway, this is a hand-held mag - ask Yob in CVG!
4) That's quite a worrying thought, don't you think Jen?
5) Absolutely loads; keep an eye on Previews.
6) Swings and roundabouts, really.

LIKES A BIT OF THAT

Dear **GO!,**
I do not know how to complete Road Rash 2 on the Megadrive or Bart Simpson Escape from Camp Deadly. Are there any hints you could give to help me?

James Yardly, Halifax.

No. Go away.

FUN-PACKED, SUN-PACKED, OUR SON PAT

Dear **GO!,**
What the hell is a Barcode Battler? I have heard loads about it, and apparently every barcode gives you a separate game. Is this true or are we all having our chins severely spun?
Robert Barker, Gwynned, Wales.

Yes and no. There is such a thing as a Barcode Battler - we did a piece on it last issue - but you don't really get free games.

£500 GAMES GIVEAWAY!

WIN AN INCREDIBLE £500 WORTH OF GAMES FOR YOUR HAND-HELD!!

DINOLYMPICS
©1992 ATARI CORP.
MUSIC ON

Yes siree! Here at GO! Towers we've gone even madder than our usual mad selves! We're giving away – yes, GIVING AWAY – a fantastic

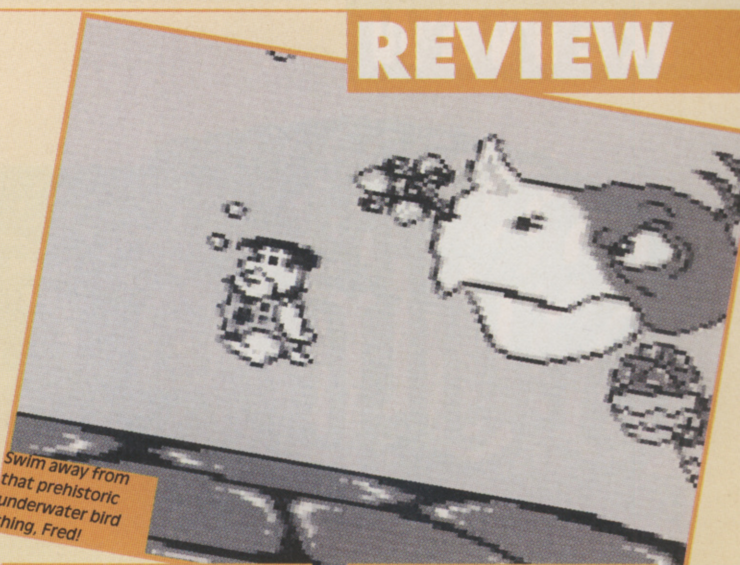
FIVE HUNDRED POUNDS

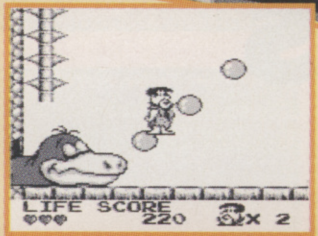
worth of games for whichever hand-held you own! If you're the proud owner of a Game Boy, Game Gear, Atari Lynx or PC Engine GT, you could well find yourself with bags of well-hard software for your machine that could last you for ages! What do you have to do to walk away with the greatest games library on Earth? It couldn't be simpler! Just phone the special GO! Hotline number and answer the ridiculously easy questions. Then leave your name and address at the end of the tape and just wait to see if you're the spawny get who gets queues at his door every morning with people asking to blag that half-a-grand worth of games!

SPECIAL NOTE: This competition runs from February 15th, 1993 until March 14th, 1993. Please make sure that you have the permission of whoever pays the phone bill before you make the call. Calls are charged at 36p per minute (cheap rate) and 48p per minute (all other times). Your call will last no longer than four minutes.

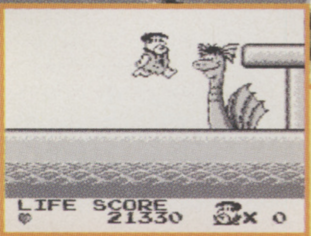
0891 900 081

Yabba Dabba Doo! Fred Flintstone, possibly the most famous caveman ever, stars in his very own Game Boy adventure! Fred loves his wife Wilma and would do anything in his power to keep her happy. So imagine his delight when, one day, he stubs his toe on an old treasure map which has been carved onto a stone slab. Fred decides to drop everything and search for the treasure, but it won't be easy – there are all sorts of nasties along the route with strict instructions not to let the goodies be got at!


Swim away from that prehistoric underwater bird thing, Fred!



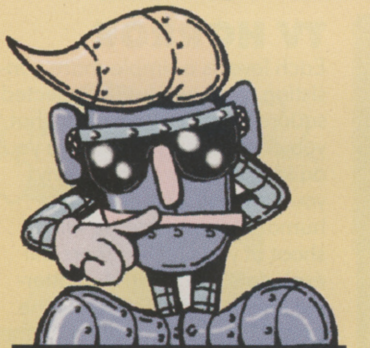
He's forever blowing bubbles!



Hey, where's Pete? You're his dragon, aren't you?

GAME BOY
BY TAITO
£24.99

THE FLINTSTONES
KING ROCK TREASURE ISLAND



PREHISTORIC PICK-UPS

Although the Bad Brigade is out in force to stop Fred from getting his hands on the treasure, he's not completely alone out there and can collect various objects which assist him in different ways.

GAZOO: Fred's alien chum has left cards depicting his face along the route; pick up twenty and our hero gets an extra life!

HEART: Replenishes lost hearts. Fred starts the game with four in all and loses one whenever he's hit by an enemy.

CAVE COINS: What do coins make? Points, that's what! Grab a cave coin and your score will increase by 100!

DINO: The Flintstones' pet dinosaur has come along for the ride! Pick up the Dino icon you can ride on his back!

CAR-AZY CAPERS!

Unusually, it's not all platform action in The Flintstones! After a while you get to take a spin in Fred's car, but this is no pleasure drive; although there's a load of useful icons to pick up as you go, there are also large boulders which throw you high into the air and gaping crevasses that demand perfect timing if you want to reach the other side.

SIMPLY STUNNING!

In most platform adventures, the only good baddy is a dead baddy, but not in The Flintstones! As Fred's a bit of a sad man when it comes to high-jumping high-jinks, he'll need a helping hand to reach some of the more out-of-the-way platforms, and this is where the enemies come in. Hit a nasty once with your missiles and it'll be stunned, allowing you to leap onto its back and use it as a stepping stone! And, once you're past a tricky section, you can always turn around and waste the baddy for extra points. Don't hang around near a stunned creature, though; after a while it'll wake up and not be too happy at all!

> *"Fred Flintstone may be getting on a bit, but he's not averse to starring in the odd jolly hand-held game! Backdrops are sparse, but sprites are well-drawn and Fred looks great! The big problem with The Flintstones is that it's too easy, which is a great shame, as this could have been a tip-top title. Still, younger players will probably love it!"*
>
> ***PAUL RAND***

THANKS...to Console Plus (0532 500445) for the review cartridge.

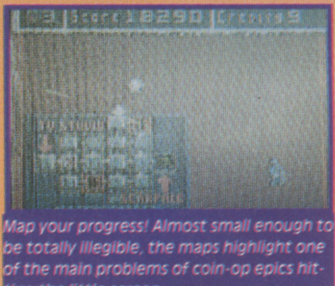
7 LOOK	7 SOUND
6 FEEL	6 VALUE

68 OVERALL

Super Smash

Super Smash TV is a gameshow unlike any other – except for the untalented, unfunny front-man, that is. The year is 1999 and Super Smash TV has become the first word in televisual entertainment. Strike It Lucky is a thing of the past; the name of this game is pure, unadulterated violence! Armed with a laser rifle, the 'lucky' contestants do battle in a massive arena to win big money and big prizes. There's no spinning cardboard wheels, guessing the capital of Nigeria or opening box 13 here – this is a game that only the hardest will win. Come on down!

GAME GEAR BY ACCLAIM £32.99



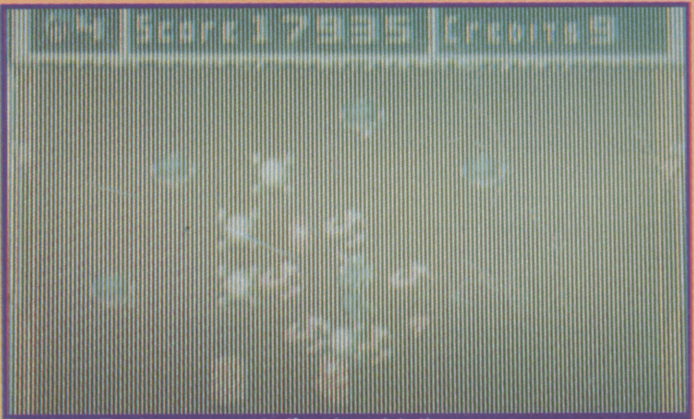
Map your progress! Almost small enough to be totally illegible, the maps highlight one of the main problems of coin-op epics hitting the little screen.

LOCK AND LOAD!

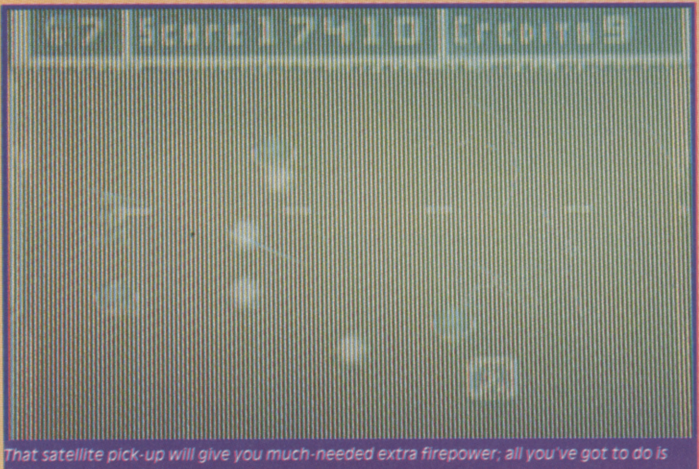
There are a variety of power-ups on offer in Super Smash TV – enough for everyone to have their own particular favourites. The three-way scatter shot is definitely one of the most useful weapons to grab, but there are times when some of the others are of more use, for example the small missiles which take most things (except those dead hard guardians) out in one shot, and even an arcing blobby shot which is pretty sad to have, but does work. Non-weapon pick-ups can be real lifesavers, like the shield and the very nippy speed-up, and sometimes you might even be fortunate enough to find an extra life – hurrah!

BIG PRIZES!

Your progress through the arena is awarded by the accumulation of cash and goodies, represented by gift boxes. Unfortunately, as well as a screenful of prezzies, there's also a stackload of baddies in each room, ready and willing to inflict as much damage upon your person as possible. Starting with a pretty naff single-shot rifle, collecting the various power-ups transforms your weapon into a flame thrower, three-shot spreader or even grenade launcher; it's also possible to grab extra lives and limited shields.



The mines will make your eyes water if you bump into them.



That satellite pick-up will give you much-needed extra firepower; all you've got to do is find a way to reach it!

TV HORROR

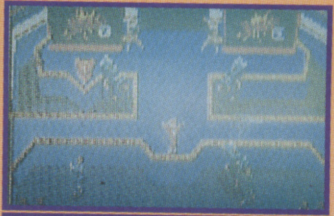
Each level is a simple maze consisting of several interconnected square rooms. Every arena that you enter is themed, to give you an idea of the type of enemy you'll meet there. Some humanoid combatants will shoot at you, whilst others will explode when blasted, scattering deadly shrapnel across the screen. There are also mechanical devices to be dealt with, including tanks, land-mines and objects that look suspiciously like stripy, blue Polo mints that will most certainly take your breath away!

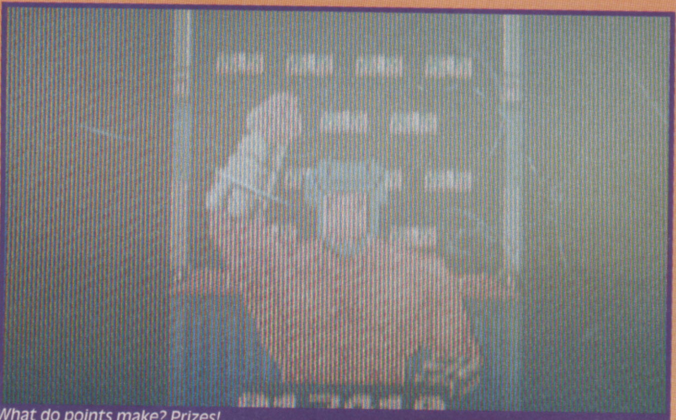
IN THE RED CORNER

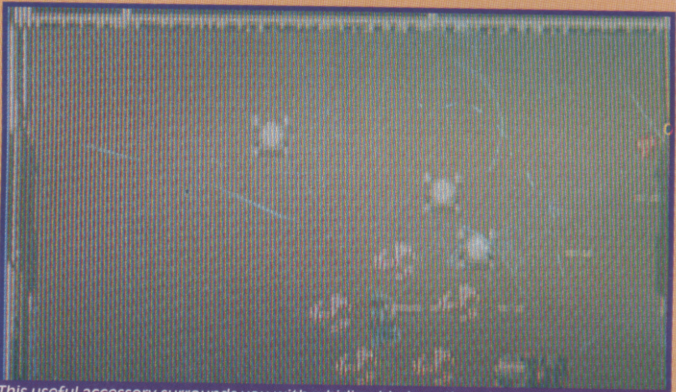
You might think that, with seven lives and nine continues to hand, smashing on TV isn't going to be terribly taxing – but you'd be dead wrong; and usually dead! The real hard lads in Super Smash TV are the end-level baddies; there's a whole gang of them to deal with, and here's a rundown of the hardest of the lot!

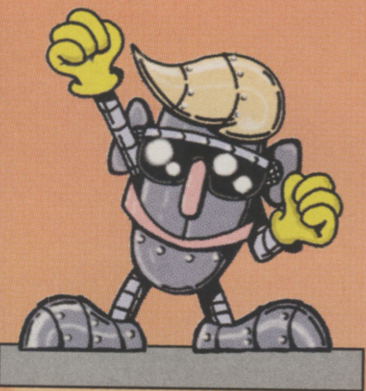
MUTOID MAN

Wanna wipe out the first end-level meany? Stick to the top left or right-hand corner of the screen and shoot toward him. He can't fire up toward the top of the screen with his laser eyes, but he may well crush you if you move even slightly out of the corner.


Welcome to the show! And the man in the middle is...nah, Tarby got turned down.

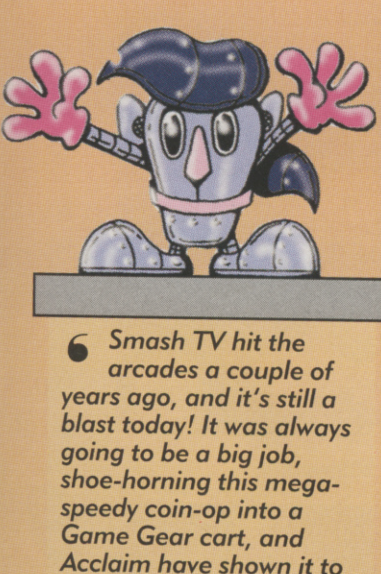

What do points make? Prizes!


This useful accessory surrounds you with whirling blades – they don't stop bullets, though, so keep your eyes open.



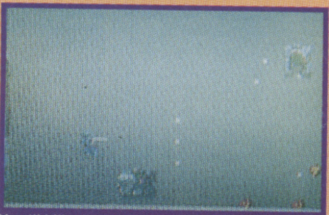
Smash TV on a Game Gear? I kid you not; it's here and, while the shrunk-down version obviously loses the speed and freedom of movement of the original arcade smash, there's still some fun to be had. Graphics are small and fairly ill-defined and the game's a lot slower than the coin-op, but there's lots to kill and you don't get bored too easily. Thirty-three quid is far too much to ask for a GG game, though.

PAUL RAND



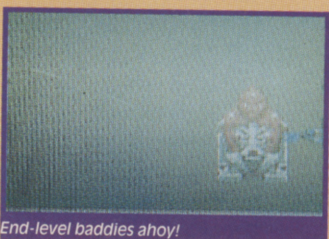
Smash TV hit the arcades a couple of years ago, and it's still a blast today! It was always going to be a big job, shoe-horning this mega-speedy coin-op into a Game Gear cart, and Acclaim have shown it to be a job too hefty; the impression of space is lost and manoeuvring becomes very tricky. That said, it still has the unmistakable Smash TV feel, which will make it a winner to fans of the original.

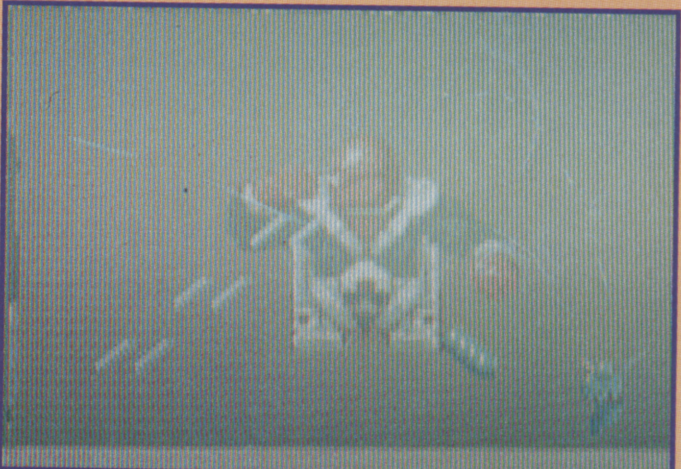
STEVE KEEN

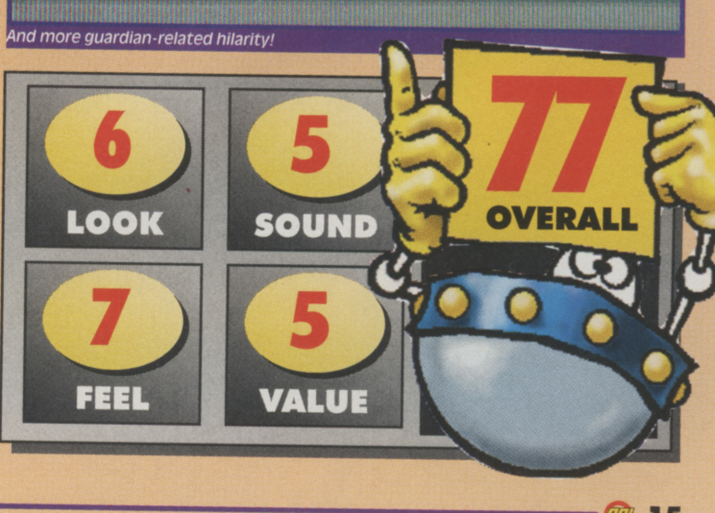

You'll kill a lot with multi-shot!

COBRA DEATH

This guy is a little tricky, as there isn't any one place that is safe. He attacks by releasing whole gobfuls of slow but deadly bullets. You have to keep on the move in order to both avoid his guns and pick up extra weapons – grabbing speed and shield power-ups is also imperative. Each time you die (and you will), use the shield that you start with to get past the snake and grab the nearby pick-up before high-tailing it out to the middle of the screen


End-level baddies ahoy!


And more guardian-related hilarity!



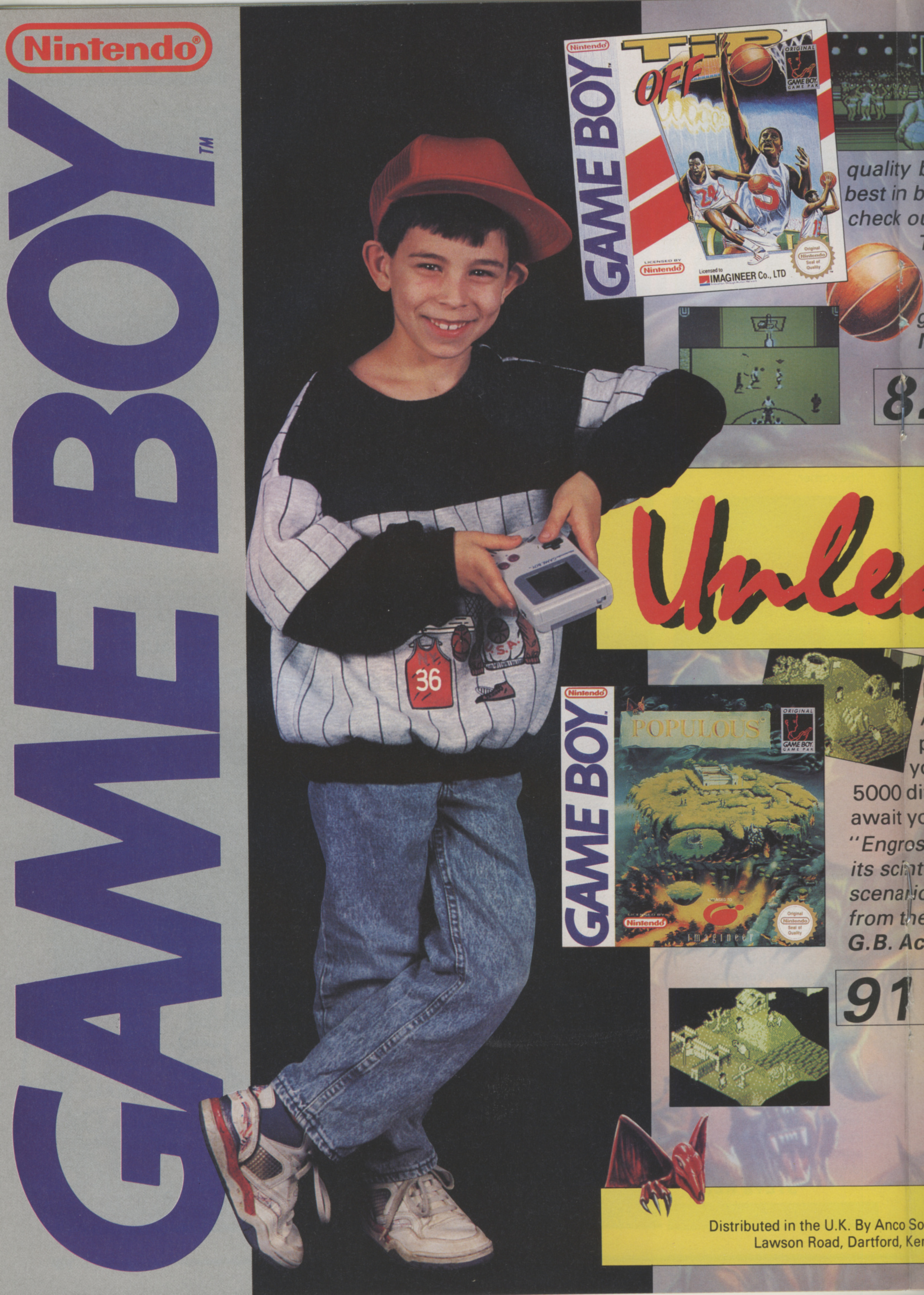
6 LOOK

5 SOUND

7 FEEL

5 VALUE

77 OVERALL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TIP OFF

"BRILLIANT!"

"Retains all the atmosphere and excite-ment of top
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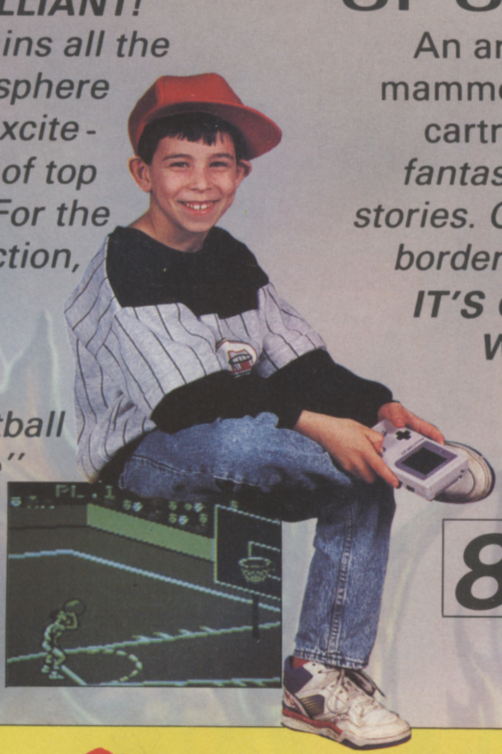
ck out Tip Off.
Tunes are a delight.
Best basketball game todate"

N. Force

82%



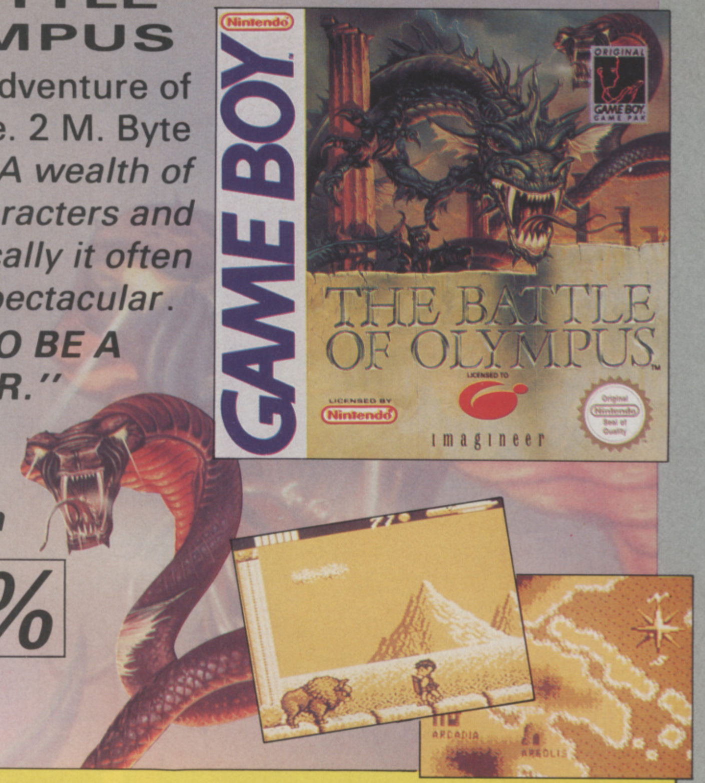
THE BATTLE OF OLYMPUS

An arcade adventure of mammoth size. 2 M. Byte cartridge. *"A wealth of fantastic characters and stories. Graphically it often borders on spectacular.*

IT'S GOT TO BE A WINNER."

G.B. Action

87%


GAME BOY
THE BATTLE OF OLYMPUS
ARCADIA
ARGOLIS

ash the Power!

POPULOUS

An ultimate role playing game, you are God.
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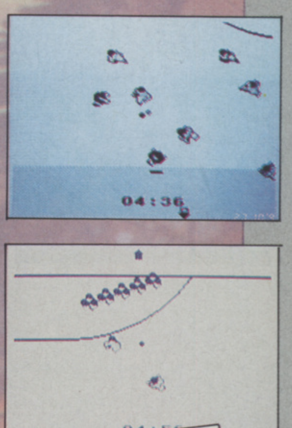
Action

1%

KICK OFF

Kick Off has enthralled millions of game enthusiasts right across Europe, winning countless awards including the **EUROPEAN GAME OF THE YEAR AWARD.** Now the Gameboy owner can savour its flavour and thrills.



SPLITZ

A puzzle game against the clock. *"I have never found a puzzle game which I have liked but finally one has arrived".*

G.B. Action

85%

GAME BOY
SPLITZ

GAME BOY
Super KICK OFF
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o Software Ltd. 7 Millside Industrial Estate,
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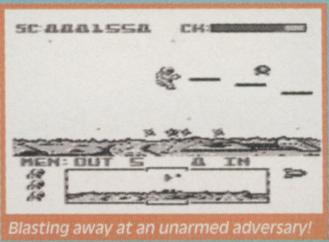
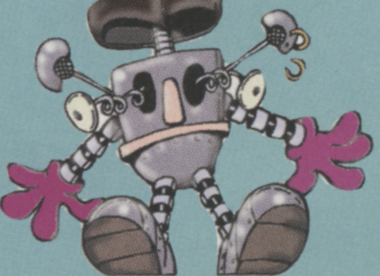
DROPZONE



Blasting away at an unarmed adversary!

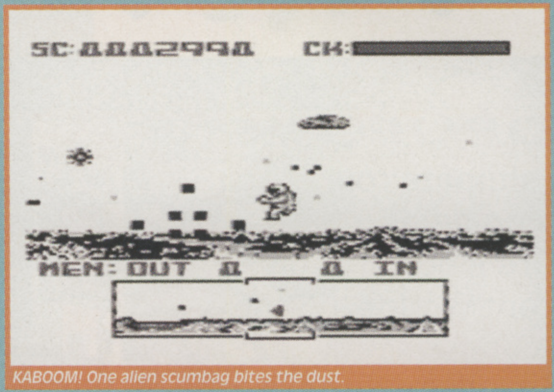
RAGE HARD!

As well as a laser cannon (which sadly doesn't autofire but is incredibly rapid providing you've got a quick enough trigger thumb), you also come armed with a complement of smart bombs (useful for when those tricky homing aliens lock onto you) and a cloak, which renders you invincible for as long as it's active - it's power is limited, however, so be careful how you use it. Extra care should be taken when firing in the lower half of the screen, nearer the surface, where a stray shot could easily take out one of the innocent colonists you're trying to save.

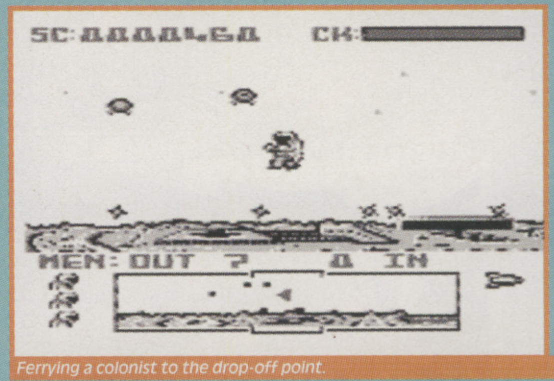


> “Top stuff! The game idea may be nearly a decade old, but Dropzone has lost none of its appeal over the years. In fact I'd go as far as to say that it's the best Game Boy shoot' em up I've ever seen! Everything moves so fast, and there's always so much going on that there's a tremendous feeling of mass destruction and carnage, and nothing EVER slows down – this is high-velocity blasting at its brilliant best. My only gripe is that it gets a little too hard a little too quickly, but if it's a real Game Boy challenge you're afer, you need look no further than Dropzone!”
>
> **PAUL ANGLIN**

Trouble is brewing in a far-off corner of the galaxy – and once again it's the fault of that no-good alien filth, a mutant race which just can't seem to be able to keep its slimy hands of our innocent human off-world colonists. So, what to do when these xenomorphic villains start having designs on the very concepts of liberty and justice that separate us from the lower orders? Dispatch a rock-hard jetpacker with a laser cannon and pocketful of smart bombs to blow them back to the galactic hell-hole from whence they came, that's what! Archer Maclean's ageing shoot'em-up classic may have taken eight years to find its way onto the Game Boy, but the wait has been well worth it. An unashamed rip-off of Defender, Dropzone pits you, as the lone jetpacker, against wave upon wave of increasingly tough aliens as you fly over a lunar landscape while trying to herd the hapless colonists to the dropzone and safety.



KABOOM! One alien scumbag bites the dust.



Ferrying a colonist to the drop-off point.

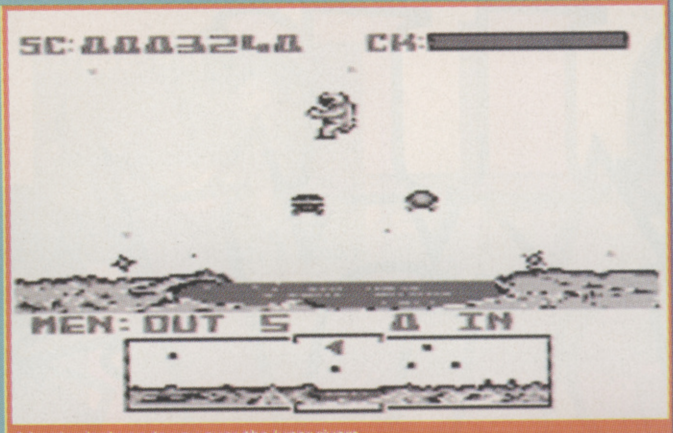
GAME BOY BY MINDSCAPE £24.99

ALL ALIEN SCUM MUST DIE!

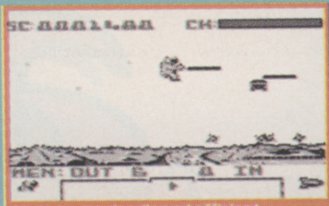
Dropzone's adversaries come in a colourful variety of shapes and sizes, just like in the inspirational Defender, each with their own individual personalities. The ones you especially need to look out for are the 'Landers', which pluck colonists from the surface and try to abscond with them. A well-aimed shot will soon destroy the abductor and send your little friend back down to earth. Basically, the objective is to destroy everything as quickly as possible to complete the current wave - if you hang around too long, special homing aliens could be dispatched to add to the urgency.

DROP THE BOY

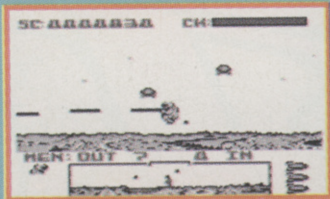
The colonists, which can be found rolling along the lunar surface in a rather helpless way, can't make it to the drop zone by themselves. It's up to you to pick them up, fly them to the mechanical hatch that leads to the safe underground bunker, and deposit them there. Only when all the colonists are safe and aliens destroyed can you proceed to the next, tougher, wave.



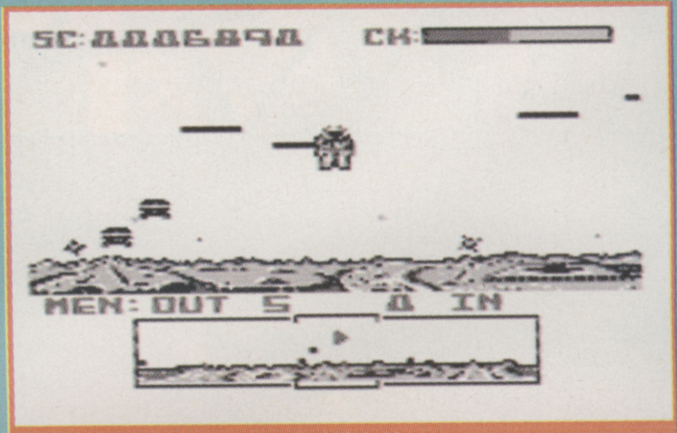
A hunter locks on to you over the lunar rivers



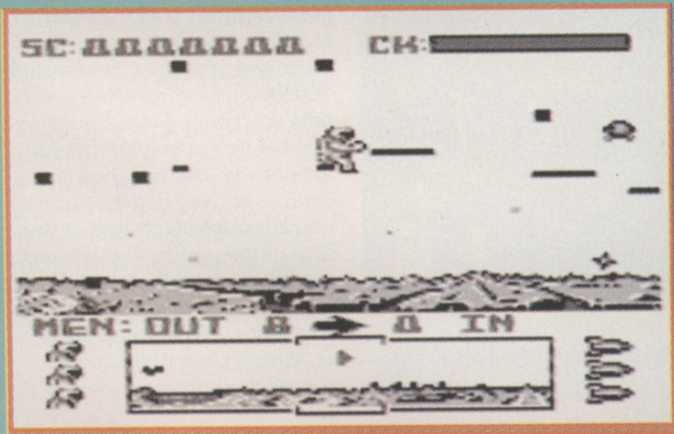
Hunters are deadly and efficient.



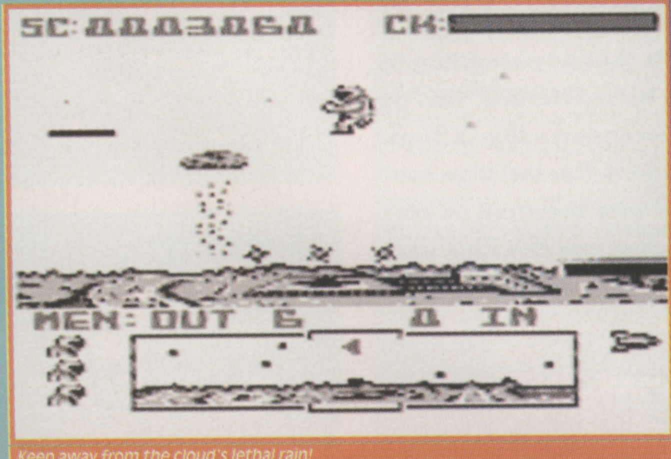
Don,t shoot colonists on the surface!



Take extra care when you've got a colonist in tow!



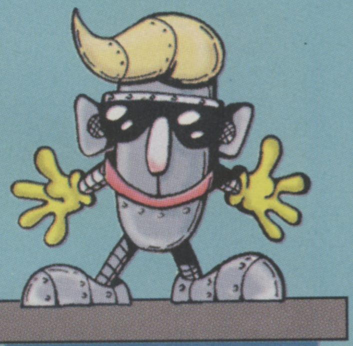
Galactic diplomacy, Dropzone-style!



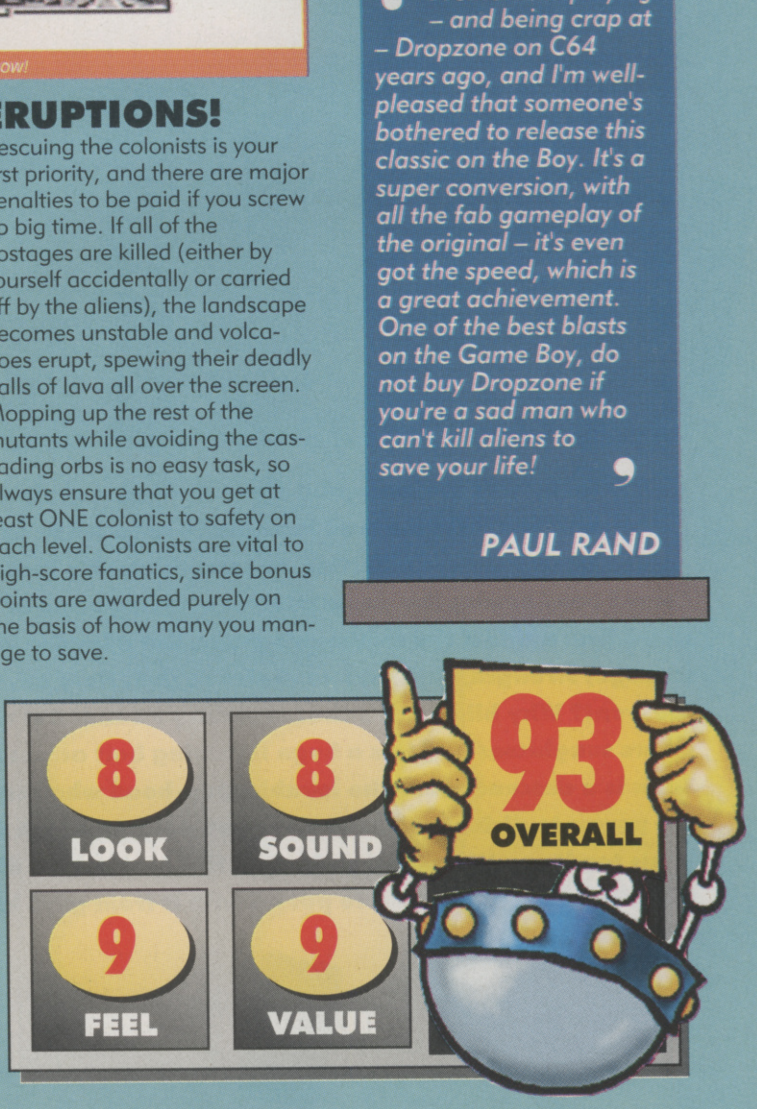
Keep away from the cloud's lethal rain!

ERUPTIONS!

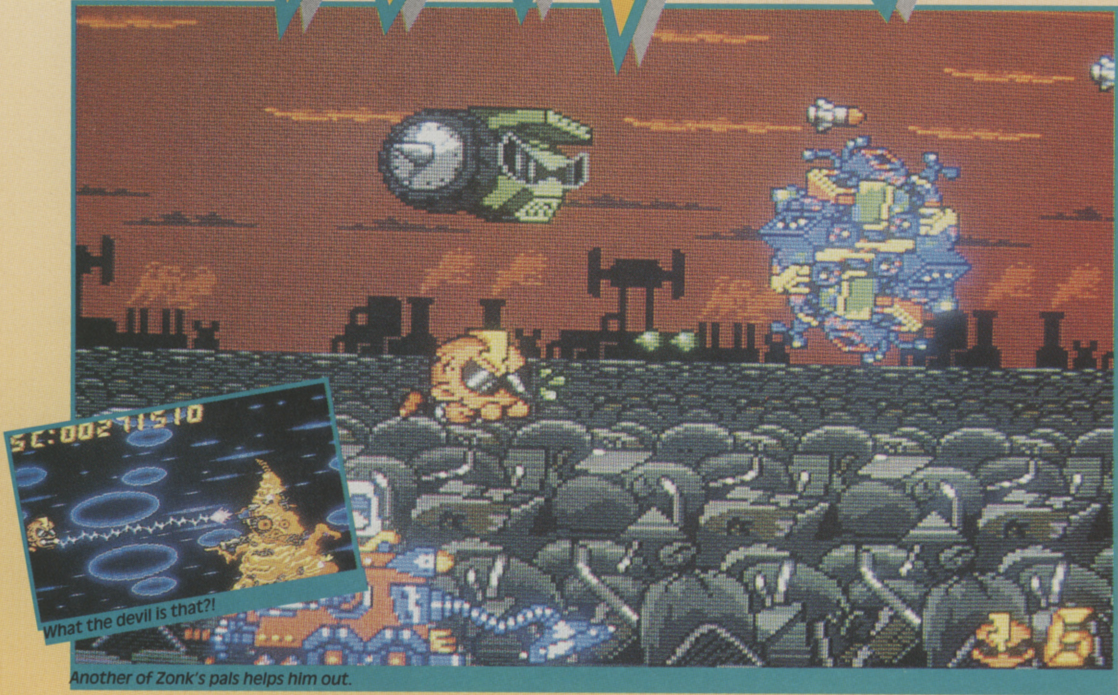
Rescuing the colonists is your first priority, and there are major penalties to be paid if you screw up big time. If all of the hostages are killed (either by yourself accidentally or carried off by the aliens), the landscape becomes unstable and volcanoes erupt, spewing their deadly balls of lava all over the screen. Mopping up the rest of the mutants while avoiding the cascading orbs is no easy task, so always ensure that you get at least ONE colonist to safety on each level. Colonists are vital to high-score fanatics, since bonus points are awarded purely on the basis of how many you manage to save.



> *I remember playing – and being crap at – Dropzone on C64 years ago, and I'm well-pleased that someone's bothered to release this classic on the Boy. It's a super conversion, with all the fab gameplay of the original – it's even got the speed, which is a great achievement. One of the best blasts on the Game Boy, do not buy Dropzone if you're a sad man who can't kill aliens to save your life!*
>
> **PAUL RAND**



air Zonk

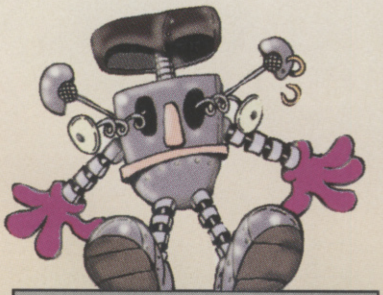


What the devil is that?!

Another of Zonk's pals helps him out.

Uh oh, here we go again! Some darned megalomaniac has decided that he wants a little more of the galaxy in which to extend his collection of empty tomato ketchup bottles, or something like that. Anyway, the last few decent ones among the population are having none of this and have decided to stand firm against the madman's plans. But a leader is needed, someone with courage, strength, skill and no desire to live. Hold on, who's that guy standing in the front? Why blimey, it's the legendary PC Kid! But wait; he's different. This guy wears sunglasses and has a huge lightning bolt across his forehead – this is Zonk! Zonk is a descendant of the lovable slap-head who can not only fly, but also has the power to dish out some serious gun-related death to all who threaten peace in his territory. His ancestors had all this hassle with dinosaurs and the like, and there's no way he's going to put up with it from guys in spaceships. Wake up – time to kill!

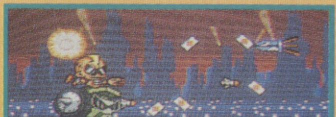
PC ENGINE GT BY HUDSON SOFT £29.99



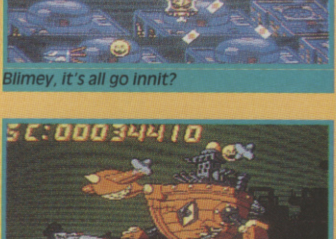
> *I've been looking forward to this for aaages! Air Zonk is another excellent PC Kid game, which not only adds to the two-strong list of superb PC Kid games, but also increases the huge line-up of brilliant GT shoot 'em ups. The graphics are wacky to an extent only previously seen in Parodius, and gameplay is stunning! An excellent third for the kid – what a boy!*
>
> ***PAUL ANGLIN***

ACEED!

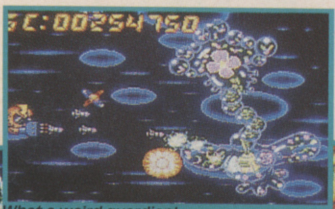
The main pick-ups for your collection in Air Zonk are smiley faces. There are two types, and each performs a very different function. The standard yellow faces give you a points bonus of 10,000 and are released every time you shoot down a baddy. The big yellow faces allow you to fight with a friend; how that chum is chosen depends upon which mode you choose at the start of the game. If you collect a yellow face while you are already fighting with a friend, your ships will be bolted together, forming one of the most destructive craft ever seen.



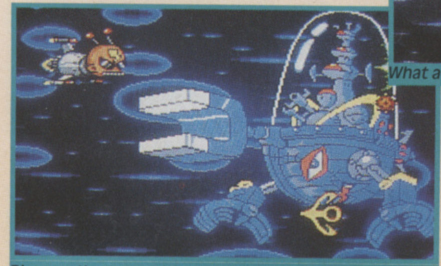
Blimey, it's all go innit?



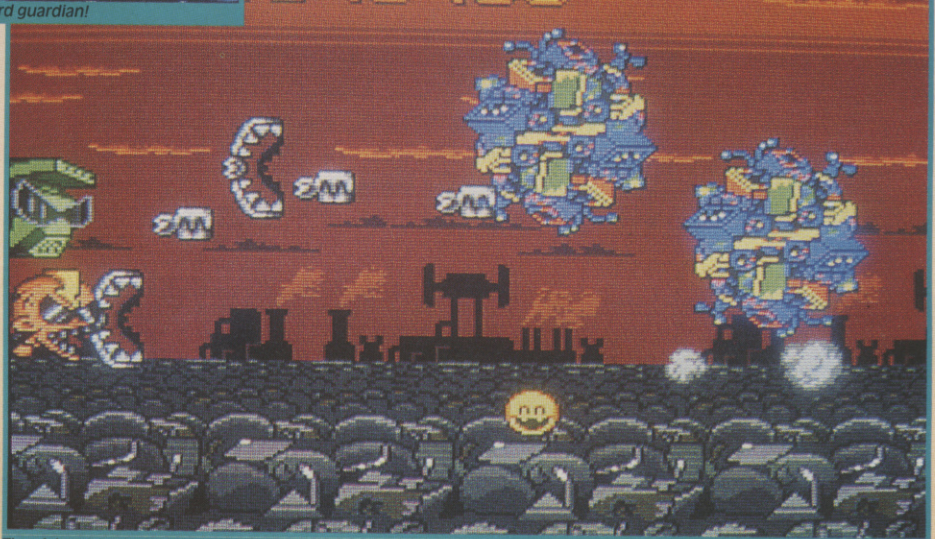
The first end-of-level baddy in all its glory.



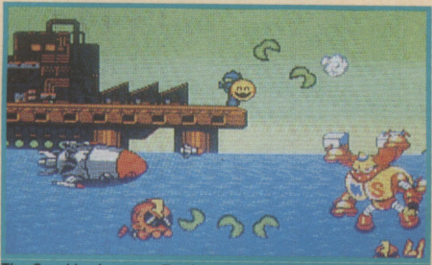
What a weird guardian!



Blow up the magnet now or it'll pull you towards your death. We said NOW!



The vicious steel-toothed traps are at it again.



The Scud looks on as Zonk wastes the bad guys.

DON'T CALL ME MATE

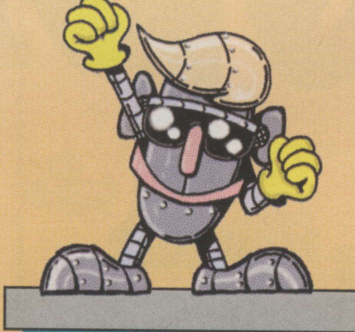
Although you can choose to fly alone, you're advised to take a pal with you. The system for selecting your friends is chosen on the options screen, where you can pick either auto, manual or alone. In auto mode, the GT will pick your pal for every stage. In manual mode you select your companion at the beginning of each level, and he will stay with you every time you gain the necessary pick-ups. Alone is for all you Jonahs out there. You're flying on your own with no help from anyone; this is not advised, as it is a hell of a lot harder. Mind you, it works well as a high difficulty setting.

MEAT AND TWO VEG

Throughout his platform-based malarkey, PC Kid has become pretty famous for his meat. Not only did he eat kebabs in order to become invincible, but he used the many meat-dispensing capsules to jump on and gain power-ups. Seeing as he can't jump on anything, Zonk must shoot capsules to release their goodies. They contain all manner of smart items, including various weapons – look out for the blue faces though, 'cos they're traps.

KING OF THE CONSOLES

Pithecanthropus Computerus, or PC Kid as he's known to his friends, has become a cult figure in the Land of the Rising Sun. Every console has its hero, and Kid is the Engine's all-time top boy. He's just behind Mario and Sonic in the popularity stakes, with appearances on everything from mugs to beach towels. This is, however, his first non-platform outing. Just as a matter of interest, Air Zonk was originally titled Bonk's Thunder Shooting (Bonk is the American name for PC Kid) but was, for some strange reason, changed to what we now know it as. And here's the really hot news – PC Kid 3 is on its way!

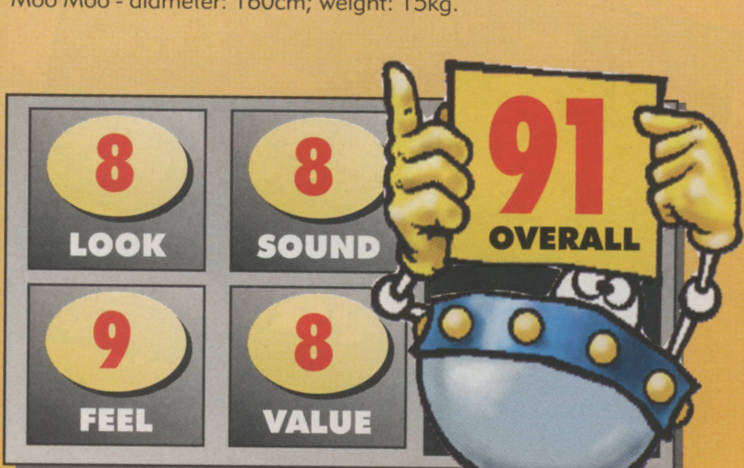


> *PC Kid's new-age nephew is a blast-and-a-half for the GT, combining superb comedy graphics and gameplay second to very little indeed! There's always something happening on-screen, and because of this you'll never get bored. It's good to see someone breaking away from hand-held platformers – even better when the result is of this quality. Hurrah for Hudson Soft!*
>
> ***PAUL RAND***

FRIENDS WILL BE FRIENDS

You really do get more than a little help from your friends in Air Zonk. There are a total of ten different companions to choose from; all have their own attributes and, while some are completely useless, others like the Scud are dead handy for finishing the level. Here's the complete list:

Scud - height: 540cm; weight: 11,000kg.
Power Dump - length: 240cm; weight: 3,690kg.
Bubblican - height: 200cm; weight: 690cm.
Spike Lee - height: 200cm; weight:430.
Bob - diameter: 50cm; weight: 30kg.
Ripp - length: 110cm; weight: 26kg.
Mumbles - height: 280cm; weight: 809kg.
Astra - height: 130cm; weight: 40kg.
Moo Moo - diameter: 160cm; weight: 15kg.



Talespin

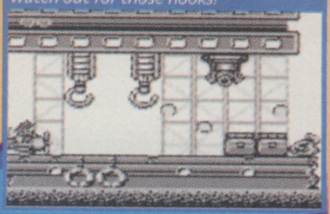
GAME BOY BY CAPCOM £24.99

Baloo the Bear (he of Jungle Book fame) has started his own cargo shipping service to earn a few bob and get a nice big bunch of fresh bananas. It's a typical day in the cargo transport game, and business is booming. Baloo has got five jobs lined up already, and they all have to be completed if he's going to get his grub.

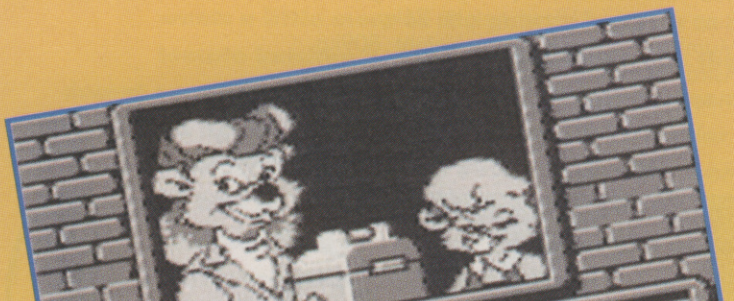
However, the boy Baloo has a problem – Don Karnege and his pirate gang are intercepting cargo planes and taking the goods for themselves. They're a ruthless bunch who attack without warning, so you'd better make sure that your trigger finger is at it's best, otherwise it's bye bye to your 'nana feast.

GO BACK! GO BACK!

Although Talespin is a standard horizontal scroller, you can turn your craft around and head off in the opposite direction if you so wish. This comes in dead handy when looking for secret rooms because usually, by the time you've seen one, you've gone past the thing! It also comes in useful for totting up the points – you can blast a few baddies, turn around and shoot them again and so on, thus racking up quite a respectable score.



Watch out for those hooks!

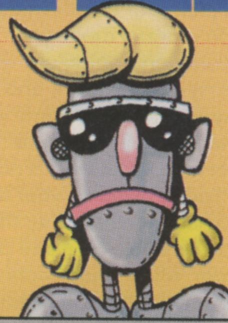


WAKE UP BALOO!
WE'VE GOT LOTS OF
WORK TODAY.
I'VE LINED UP

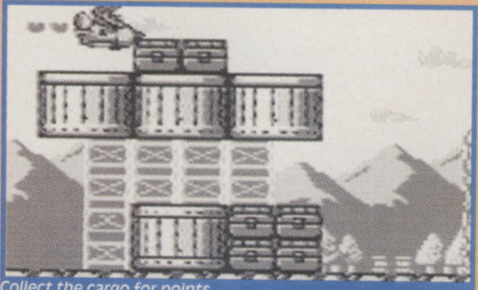
The plot thickens.

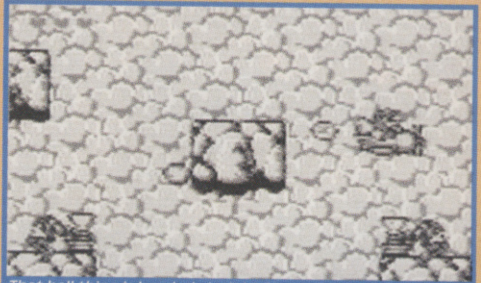
CARRY IT ON

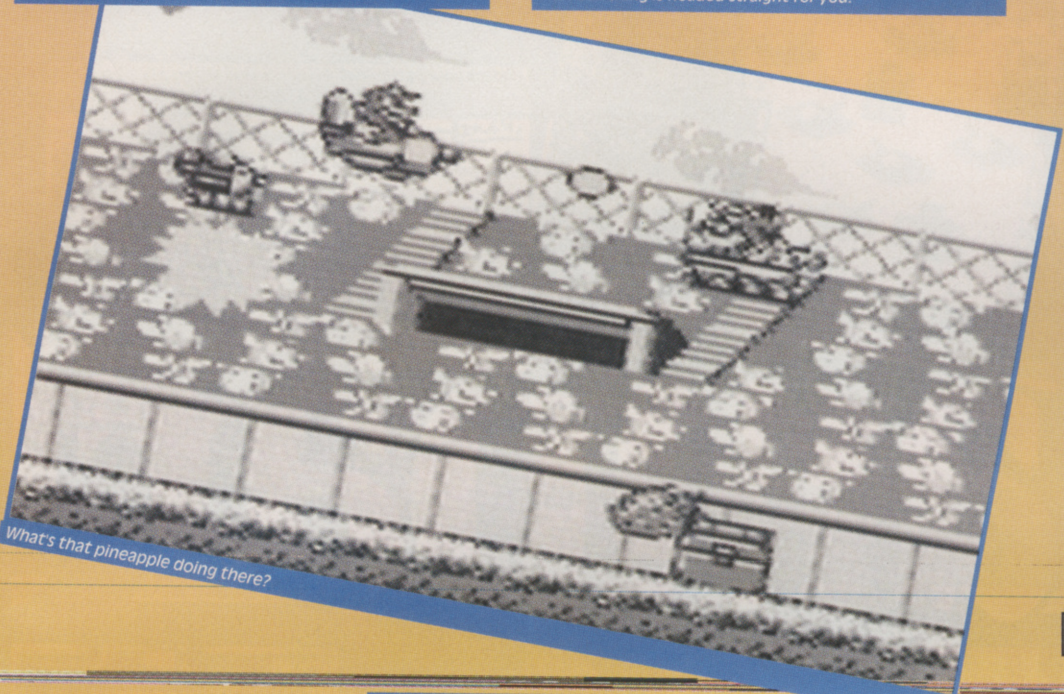
Every platform-based game has its share of pick-ups, and those in Talespin are a little more important than most. Seeing as the main feature of the game is collecting the cargo crates that are lying around, you'll have to make sure you don't miss any. Some of the boxes are hidden in little holes; if you miss a crate, just turn around and go back for it. You get no points for picking the crates up at the time; the score is totted up at the end of the level.

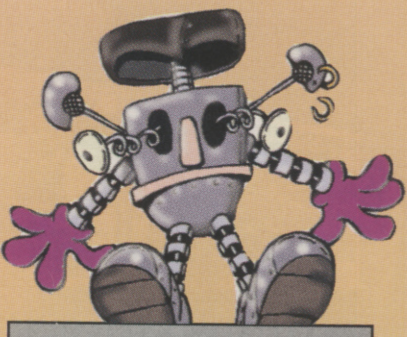


> *I wasn't mad-keen on Megadrive Talespin either, but to be honest I enjoyed the Game Boy version. Sure, it's nothing flash and sometimes the levels can give you a feeling of deja vu, but it's pretty challenging and doesn't look too bad either. Totally unoriginal, but overall a good laugh – in the short term, at least.*
>
> **PAUL RAND**


Collect the cargo for points.


That ball thing is headed straight for you!


What's that pineapple doing there?



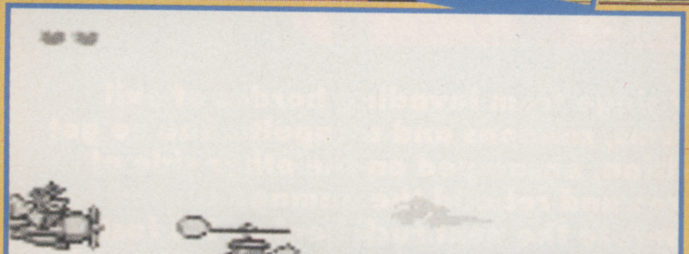
> *The Megadrive version of Talespin was a travesty of modern gaming, and whilst the Game Boy version is better, it has to be said that it's not a stunner. The levels are all pretty boring and uninspiring and gameplay is a little samey. Collision detection is a little suspect too, and the push-scroll is completely unforgiving. Not a total miss, though.*
>
> ***PAUL ANGLIN***

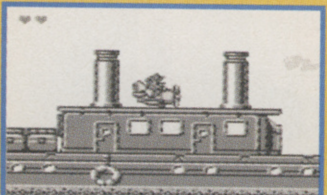
SPEND YOUR WAD

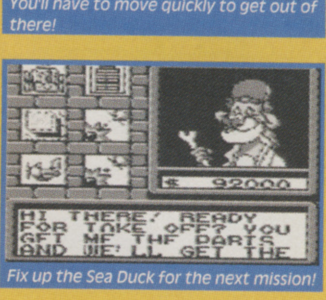
Well, it had to be there somewhere, didn't it? Talespin's answer to the Mario coins is the money bags. Ain't originality great? The bags act in a rather different way to coins, insofar as they don't award you with an extra life. They just get added up at the end of the level in the same way as the crates.

ROOMY IN HERE INNIT

The best way to increase your points tally is to hit the secret levels and plunder them of their many goodies. The bonus screens in Talespin take the form of a kid on a kind of skateboard, flying around collecting bonus points. Items range from a straightforward points reward, to extra energy or even the odd free life. You have thirty seconds in which to collect as much stuff as you possibly can, so don't hang around.


Blimey! It's the world-famous Mr Heli!


You'll have to move quickly to get out of there!


$ 92000

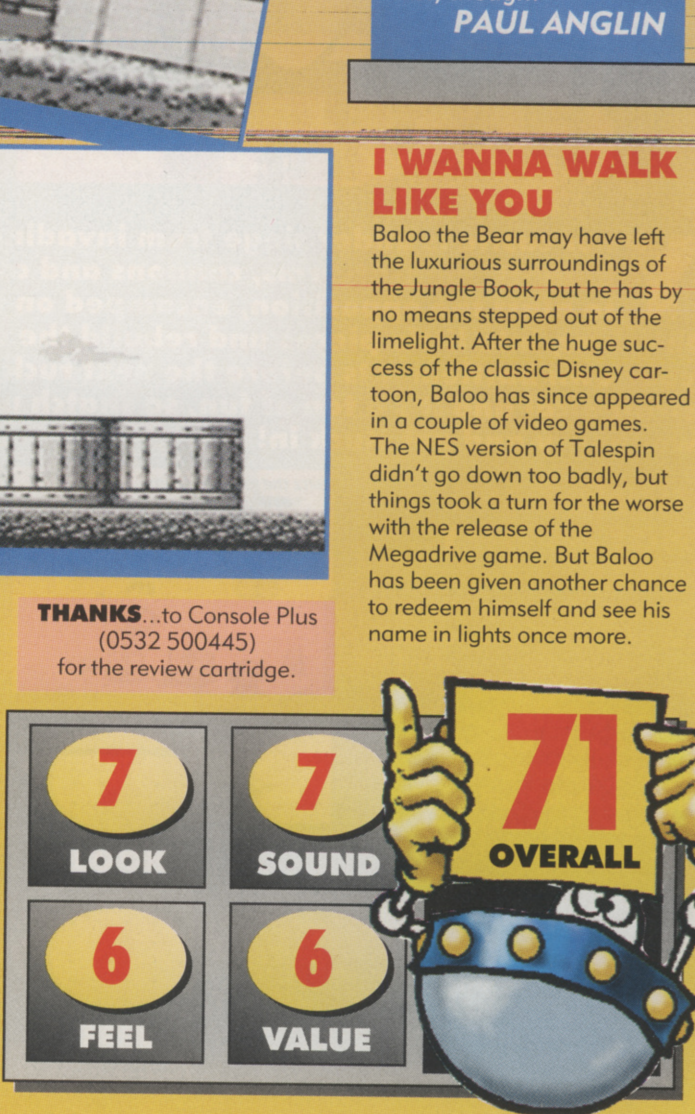
HI THERE! READY FOR TAKE OFF? YOU GET ME THE PARTS AND WE'LL GET THE

Fix up the Sea Duck for the next mission!

THANKS...to Console Plus (0532 500445) for the review cartridge.

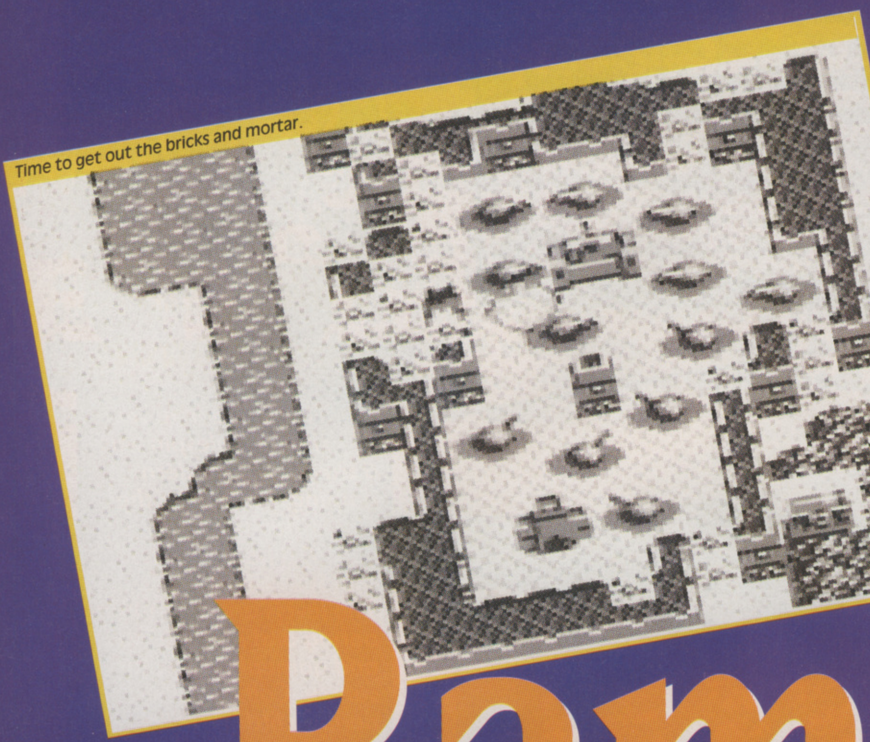
I WANNA WALK LIKE YOU

Baloo the Bear may have left the luxurious surroundings of the Jungle Book, but he has by no means stepped out of the limelight. After the huge success of the classic Disney cartoon, Baloo has since appeared in a couple of video games. The NES version of Talespin didn't go down too badly, but things took a turn for the worse with the release of the Megadrive game. But Baloo has been given another chance to redeem himself and see his name in lights once more.



7 LOOK	7 SOUND
6 FEEL	6 VALUE

71 OVERALL

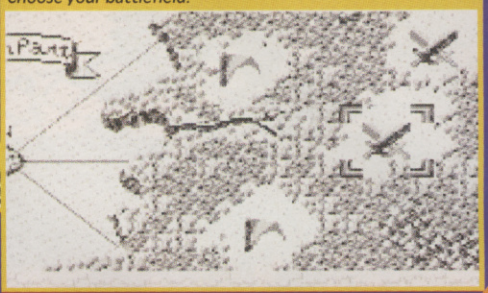


Time to get out the bricks and mortar.

BUILD BOY, BUILD!

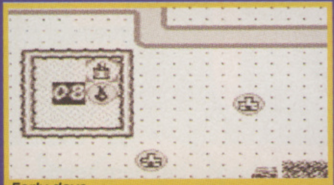
Protecting the castle you've got is only half the aim in Rampart. By extending your walls outwards and encircling other castles, you'll expand your territory, pile on the points and, most importantly, provide yourself with new ground on which you can deploy extra cannons. After every battle you'll be awarded more armaments, but if you can't squeeze them inside your compound they'll be wasted.

Choose your battlefield!



Rampart

GAME BOY BY JALECO £24.99



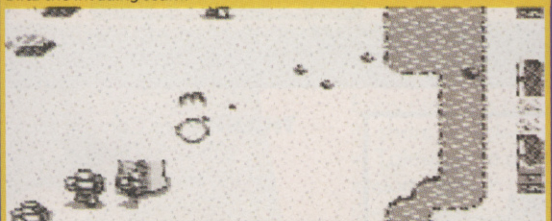
Early days

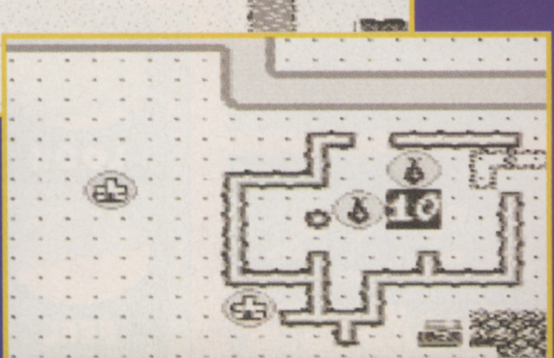
Your castle is under siege from invading hordes of evil knights, men-at-arms, cannons and catapults. You've got to blast the opposition, encamped on the other side of the river, into little pieces and rebuild the damage caused to your own battlements before the next ruck begins. It's fast, it's strategical and it's a ton of fun, so snatch up your mediaeval weaponry and get stuck in!

THINGS ARE NOT AS THEY WERE

Warlords familiar with the arcade and computer versions of Rampart will be thrown off at first, as the Game Boy version is not a direct copy. In one-player mode the computer's castles have been replaced by tiny men in armour who scuttle around the screen, throwing bombs at you. To aid them in bringing down your walls there's also a smattering of large siege towers that glide towards your castle and launch their damaging projectiles. It's only in two-player mode, via a link cable, that both you and a mate can get to grips with stonemasonry.

Blitz the invading scum.



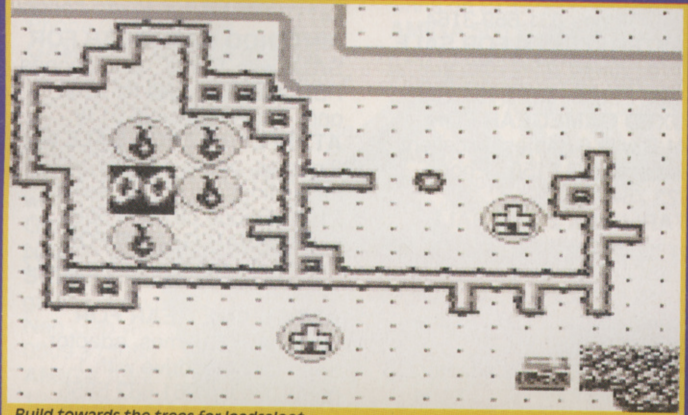


Only ten seconds left until invasion!

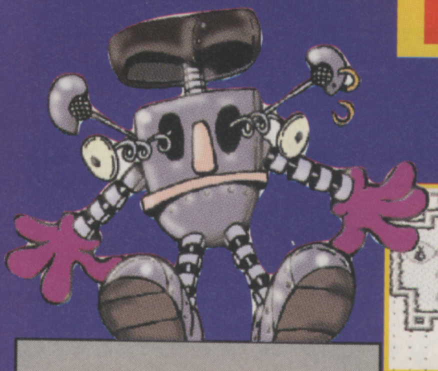
> *Rampart is one of those games that defies logic. It looks crap, sounds crap but plays like Paul Gascoigne in a five a-side pub challenge football match – in other words, BRILLIANTLY! It just goes to prove what we've always said; forget flash graphics and concentrate on gameplay and a winner is almost a certainty!*
>
> ***STEVE KEEN***

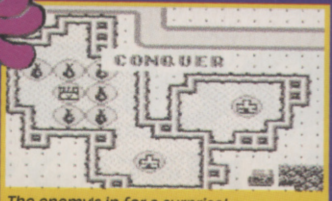
SPIN IT!

The Boy gives you a choice of starting castles – pick one to begin your conquest of the battlefield. A small wall is placed around your base, within which you must position your cannons. Players take turns at firing at each other across the river and destroying the opposition's protective walls and weapons. When the time limit runs dry, you're given the chance to repair any damage done using a series of Tetris-like wall segments that appear at random on the screen. Not all the blocks will fit the gaps, so a great deal of rushed construction, pivoting and turning has to be done to complete the circle around your base before the timer runs out and you're over-run by the enemy.



Build towards the trees for loadsaloot.



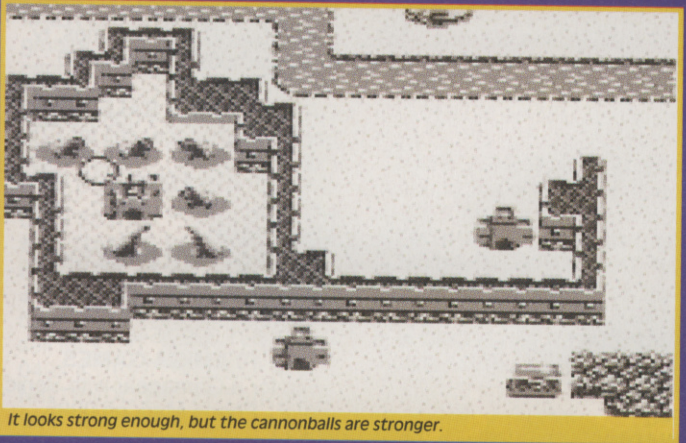


The enemy's in for a surprise!

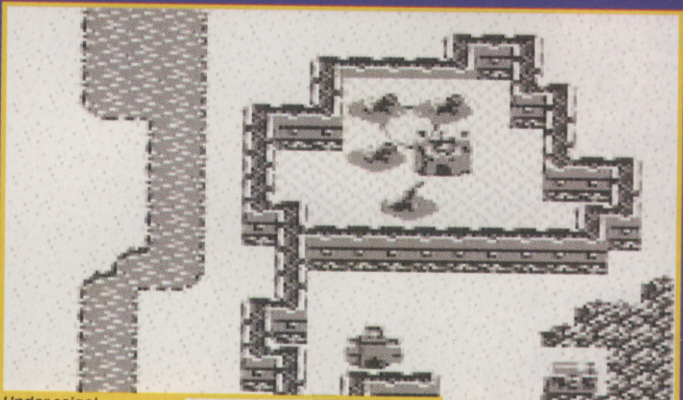
> *Rampart is the most addictive game I've come across since Tetris! Against a friend it can't be touched for two-player, palm-sweating action and even when playing on your own you won't be able to turn it off. It may sound as dull as a wet weekend in Stoke-on-Trent – and that's DULL – but Rampart is an essential buy!*
>
> ***PAUL ANGLIN***

CINEMATIQUE!

Sub-plots are what make good films great and it's the same with computer games! Apart from destroying all who stand in your way, you'll be able to blitz special plates in your opponents' compounds for extra points and power-ups. When you reach a power-up level your cannonballs will travel faster and hit harder. Also, scattered around the surrounding forests are occasional treasure chests. If you can build your castle walls around the dosh before the time runs out, all that lovely lolly is yours!

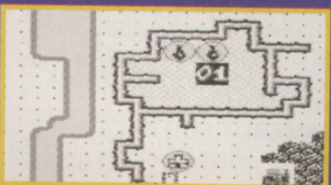


It looks strong enough, but the cannonballs are stronger.

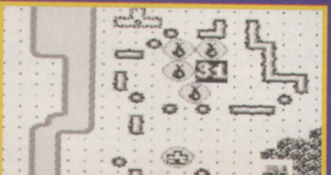


Under seige!

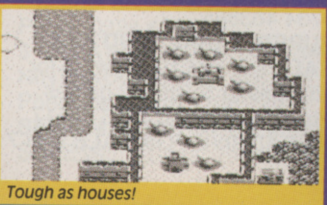
Things are shaping up!



Get those blocks down fast!



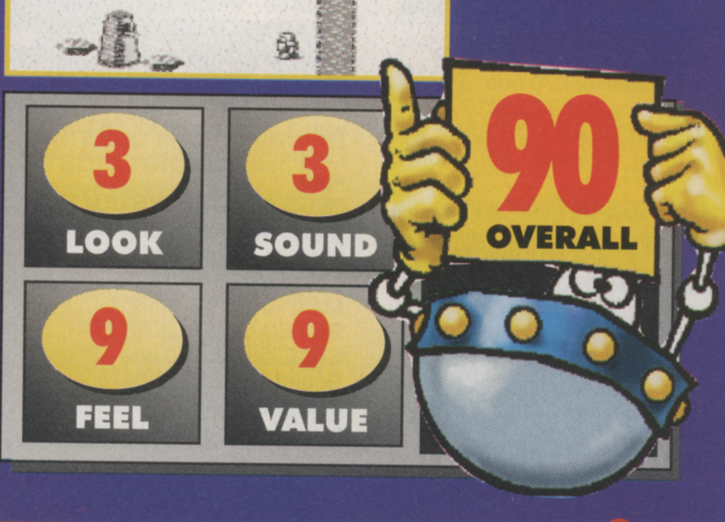
Now that's what I call a mess!



Tough as houses!

WARMONGER SUPREME!

Survive the fiercest of battles and you'll be proclaimed conqueror and progress to the next territory. There are seven in all; the more powerful you become, the harder the opponent's warlords are to beat. In two-player mode you can adjust the quantity of shots it takes to destroy a cannon, the difficulty setting and the amount of battles to fight. There's a choice of three knights to select; the first is stronger in defence than attack, the second average in both while the third is better at dishing out the punishment than taking it.



3 LOOK

3 SOUND

9 FEEL

9 VALUE

90 OVERALL

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AMIGA 500 FOR SALE with 1 meg, external disk drive, joy stick, mouse, plenty of games, sell for £250. Phone Mark on 0745 583709

NES GAMES FOR SALE. Phone 081 949 4087

JAPANESE MEGADRIVE with 5 games, 2 joy pad, all boxed, sell for £150. Phone James on 0494 431697

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MEGADRIVE FOR SALE with 3 games, 1 joy pad, sell for £100 ono. Phone 071 737 6434 after 4.30 pm

NES FOR SALE with 5 games, 2 control pads, sell for £90. Phone 0324 813505

3 GREAT GAMES FOR SUPER NINTENDO for sale, sell for £50. Phone Jason on 0790 52024

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NES FOR SALE with 2 control pads, 7 games, sell for £125. Phone Adam on 0272 517345

AMIGA A500 with printer word processor, lots of games, sell for £390. Phone 0223 67912

NES GAMES FOR SALE. Phone 0749 678743

ATARI ST FOR SALE with lots of game, 2 joy sticks, sell for £140 ono. Phone Michale 0494 676261

COMMODORE 64 FOR SALE with 20 games, key board, swap for Gamegear with 1 or more games. Phone on 081 993 1788

AMIGA 500 cartoon classic, lots of games, sell for £350. Phone Chris on 0759 303093

AMIGA 500 FOR SALE with 1 meg upgrade, 2 joy sticks, Street Fighter 2, over 50 games, sell for £230. Phone Madge 0554 754479

AMIGA 500 FOR SALE with 30 games, joy sticks, mouse, all manuals, sell for £250. Phone 0322 49817 ask for Kevin

COMMODORE 64 FOR SALE with over 60 games, 2 joy sticks. Phone 081 691 5261

FOR SALE ASTERIX GAMES FOR Master System, swap for any Super Nes games. Phone 0491 824645

NES GAMES FOR SALE. Phone 0608 677491

LYNX 2 FOR SALE with 2 games, sell for £70. Phone 0393 884928 ask for Paul

SWAP 40 AMIGA GAMES, for 3 SM Nes games. Phone Steve on 0239 810318

NEO GEO SCART with joy sticks, memory card, 10 games, sell for £950. Phone Mr Pearman on 081 390 0055

ZX SPECTRUM FOR SALE with over 330 games, 2 joy sticks, sell for #75 ono. Phone 0923 680792

SWAP COMMODORE 64 with over 50 games, 2 joy sticks, swap Megadrive, 1 joy pad. Phone 0227 374271

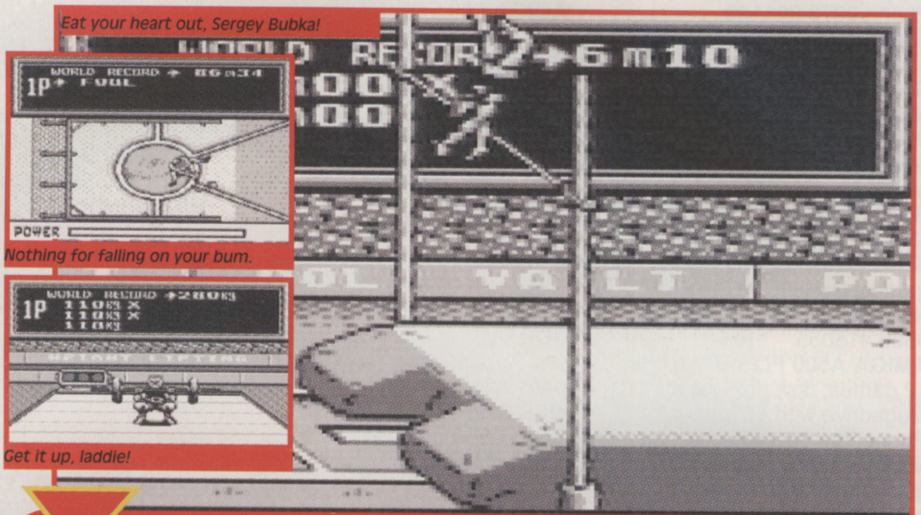
SUPER NINTENDO FOR SALE with 9 games, adaptor, 2 control pads, all boxed, as new, sell for £350. Phone 0942 842677

NEO GEO FOR SALE with 2 joy pad, memory card, 3 games, boxed with instructions, sell for £550 ono. Phone Carl 0282 866121

PREVIEWS

TRACK AND FIELD

Enter into the world of Olympic competition with Konami's latest UK release, Track and Field. Yeah, we know there have been more athletics and decathlon video games than stamps on Garth's bus pass, but this one incorporates the lot! There are eleven digit-taxing events for you to pummel your Boy's buttons to, including 100m, javelin, hammer, hurdles, swimming and archery, to name a few. You can either go at it against the machine or link up with a buddy's Boy and sweat it out with him. Each event has a world record just itching to be broken and the real fun is in trying to claw your way up the rankings tables and approach the real God-like scores of the champs. Looks great at the moment, but easy on your fingers it's not!



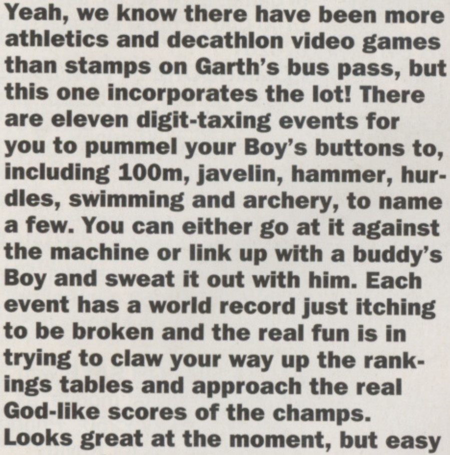
Eat your heart out, Sergey Bubka!

Nothing for falling on your bum.

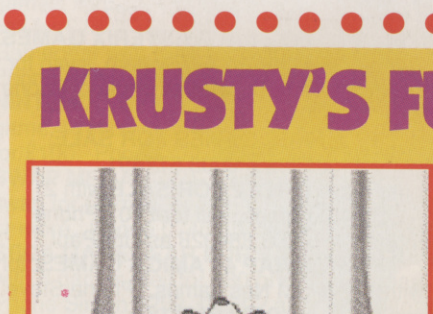
Get it up, laddie!

GAME BOY £24.99 BY KONAMI

KRUSTY'S FUN HOUSE



And the man myth himself!



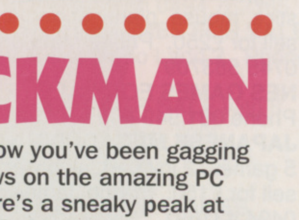
Whip those sideburns

For those of you not in the know, Krusty The Clown is Springfield's famed TV personality and hero of Bart Simpson. Krusty hosts a zany chat-cum-game show from his Fun House, but it's been overrun by rats. As the manic clown you have to get the rats to the traps by moving blocks, connecting pipes, finding secret passageways, wrecking floors and walls and generally trashing the place. Krusty's also got a barrage of custard pies at his disposal to ward off slimy snakes, flying pigs and laser-firing aliens. With seventy levels of craziness to contend with and the clown's loyal followers, Bart and Lisa, on hand to operate the rat-catching devices, heaps of laughs await you in Krusty's Fun House. Check out the review next month!

GAME BOY £24.99 BY ACCLAIM

SHOCKMAN

Because we know you've been gagging for games news on the amazing PC Engine GT, here's a sneaky peak at Shockman, Hudson Soft's latest cracker! Earth is about to be invaded by evil galactic conquerors, The Ryo. All citizens are advised to evacuate the planet; all, that is, except the superhero, Shockman. Armed with his flame-resistant suit and super-charged lasers, our man Shock has to bound through the metropolis and destroy the robotic scum who would have our world! The game incorporates a two-player mode and you can choose between two characters; they're both exactly the same except one's got girly pigtails and the other hasn't! Watch out for the review next ish!



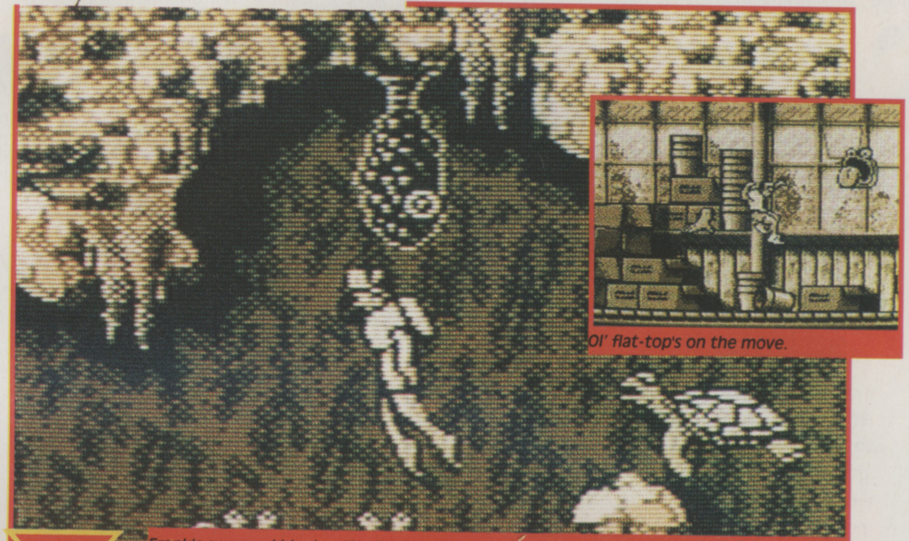
One of the largest guardians ever on 8-bit

PC ENGINE GT

£34.99 BY HUDSON SOFT

Dr. Franken II

Franky's in big trouble again. His castle is in urgent need of repairs and he's just received a monstrous bill from the electricity board for all the boosts he's had over the years! The only way he can pay off the debt is by finding Dr Frankenbone's hidden dosh. The wacky prof has hidden deposits all over the country and even some in Egypt! Our stitched-up hero will have to explore sunken shipwrecks, forests, haunted houses and even a greenhouse full of the doctor's mutated experiments! The 2Mb cart incorporates some incredibly meaty graphics and much improved sprite animations for extra realism. There are seven completely new locations, 140 rooms spread through twelve different buildings – in short, big fun! Dr Franken 2 looks incredible and we'll be reviewing it soon – don't miss it!



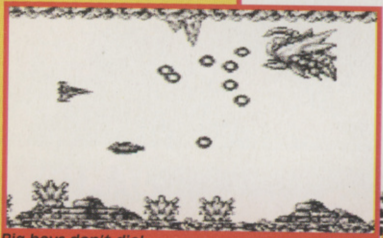
Ol' flat-top's on the move.

Frank's swapped his size 16's for flippers!

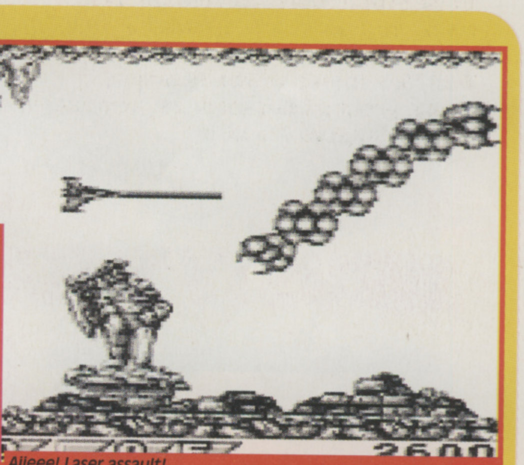
GAME BOY £27.99 BY ELITE

NEMESIS 2

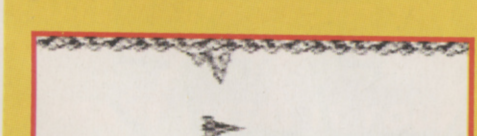
It's been ages coming, but it's finally found a niche in the teetering pile of hand-held carts spilling out of the GO! broom cupboard! Nemesis 2 gives you a choice of three ships; normal single shot, double forward blaster and double rear shot. Gameplay's more of the same that made the original such a smash, with tons of alien craft and beasts that spring from all sides of the screen. All those juicy weapons make a return, with six pick-ups and multi power-ups such as lasers, homing missiles, speed-up, extra pods and force fields to feast on. Nemesis is an all-time office favourite with the boys, so you can be sure that we'll be reviewing the sequel soon; if we can drag the lads away from playing the damned thing!



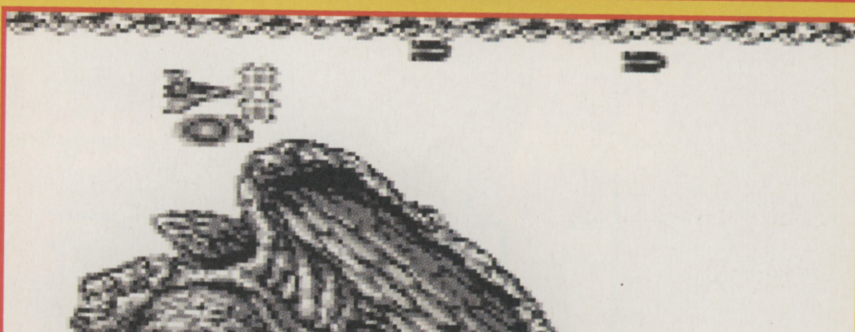
Big boys don't die!



Alieee! Laser assault!



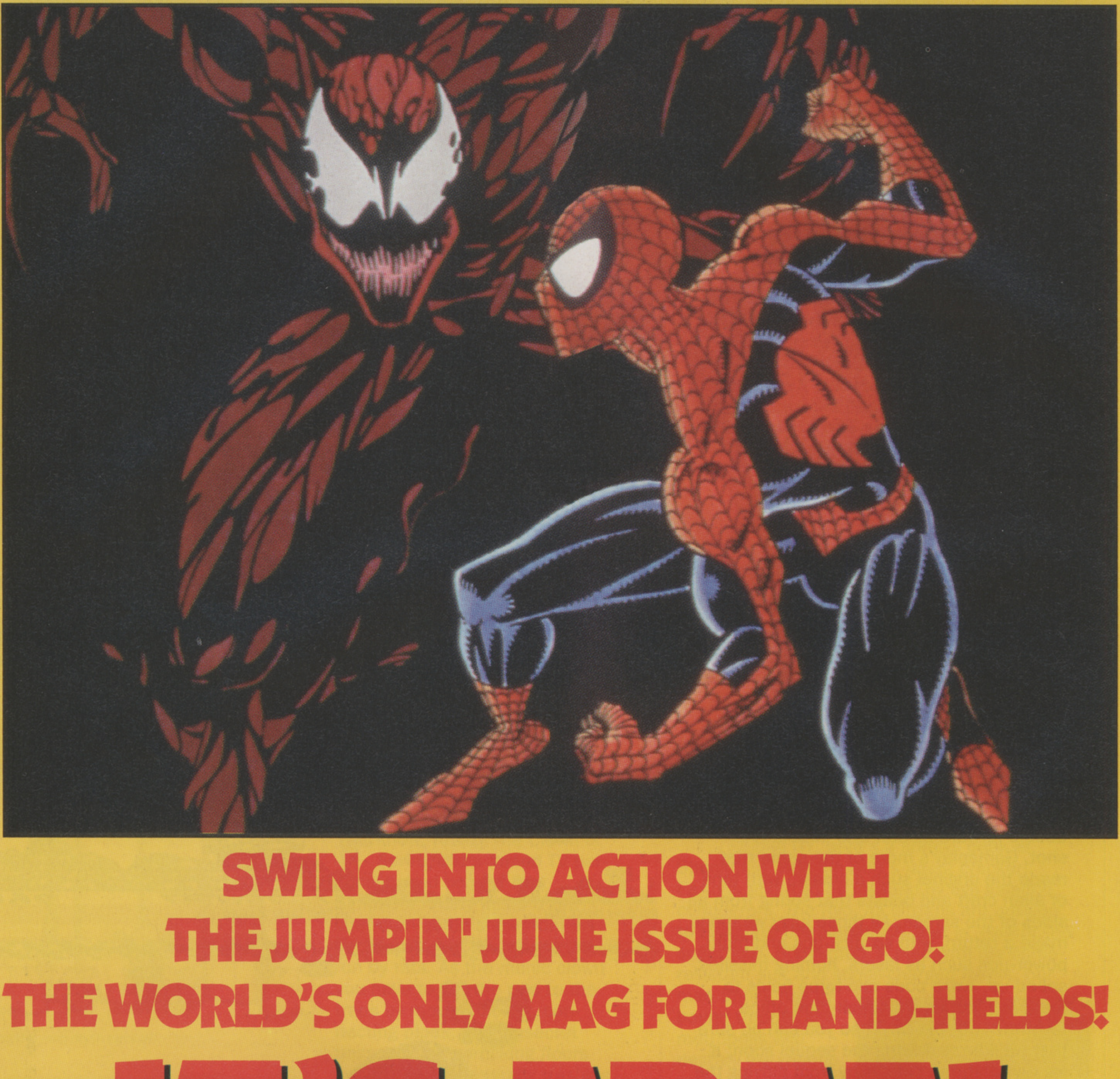
Fry those pods!



Fortunately, it's just a statue.

GAME BOY £24.99 BY KONAMI

NEXT MONTH!



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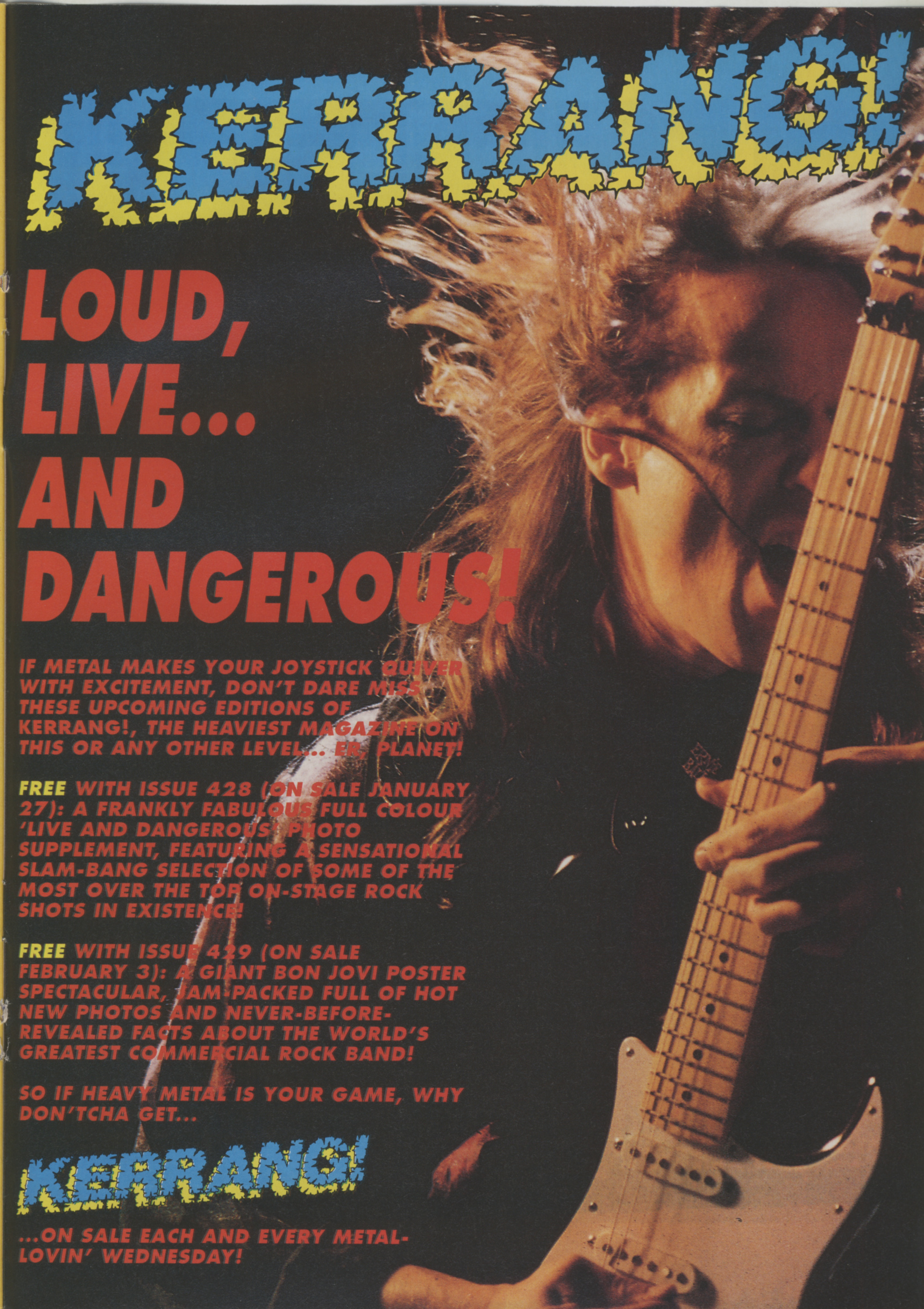

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